



**AP-485**

**APPLICATION  
NOTE**

**Intel Processor  
Identification and the  
CPUID Instruction**

March 2002

Order Number: 241618-020



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### REVISION HISTORY

| Revision | Revision History   | Date  |
|----------|--|-------|
| -001     | Original Issue.  | 05/93 |
| -002     | Modified Table 2, Intel486™ and Pentium® Processor Signatures.   | 10/93 |
| -003     | Updated to accommodate new processor versions. Program examples modified for ease of use, section added discussing BIOS recognition for OverDrive® processors and feature flag information updated.  | 09/94 |
| -004     | Updated with Pentium Pro and OverDrive processors information. Modified Tables 1, 3 and 5. Inserted Tables 6, 7 and 8. Inserted Sections 3.4. and 3.5.   | 12/95 |
| -005     | Added Figures 1 and 3. Added Footnotes 1 and 2. Modified Figure 2. Added Assembly code example in Section 4. Modified Tables 3, 5 and 7. Added two bullets in Section 5.0. Modified cpuid3b.ASM and cpuid3b.C programs to determine if processor features MMX™ technology. Modified Figure 6.0.  | 11/96 |
| -006     | Modified Table 3. Added reserved for future member of P6 family of processors entry. Modified table header to reflect Pentium II processor family. Modified Table 5. Added SEP bit definition. Added Section 3.5. Added Section 3.7 and Table 9. Corrected references of P6 family to reflect correct usage.<br><br>Modified cpuid3a.asm, cpuid3b.asm and cpuid3.c example code sections to check for SEP feature bit and to check for, and identify, the Pentium II processor. Added additional disclaimer related to designers and errata.   | 3/97  |
| - 007    | Modified Table 2. Added Pentium II processor, model 5 entry. Modified existing Pentium II processor entry to read "Pentium II processor, model 3". Modified Table 5. Added additional feature bits, PAT and FXSR. Modified Table 7. Added entries 44h and 45h.<br><br>Removed the note "Do not assume a value of 1 in a feature flag indicates that a given feature is present. For future feature flags, a value of 1 may indicate that the specific feature is not present" in section 4.0.<br><br>Modified cpuid3b.asm and cpuid3.c example code section to check for, and identify, the Pentium II processor, model 5. Modified existing Pentium II processor code to print Pentium II processor, model 3. | 1/98  |
| - 008    | Added note to identify Intel Celeron® processor, model 5 in section 3.2. Modified Table 2. Added Intel Celeron processor & Pentium® OverDrive® processor with MMX™ technology entry. Modified Table 5. Added additional feature bit, PSE-36.<br><br>Modified cpuid3b.asm and cpuid3.c example code to check for, and identify, the Intel Celeron processor.  | 4/98  |
| -009     | Added note to identify Pentium II Xeon™ processor in section 3.2. Modified Table 2. Added Pentium II Xeon processor entry. Modified cpuid3b.asm and cpuid3.c example code to check for, and identify, the Pentium II Xeon processor.   | 6/98  |
| -010     | No Changes   |       |
| -011     | Modified Table 2. Added Intel Celeron processor, model 6 entry. Modified cpuid3b.asm and cpuid3.c example code to check for, and identify, the Intel Celeron processor, model 6.   | 12/98 |

# REVISION HISTORY

| Revision | Revision History   | Date  |
|----------|--|-------|
| -012     | <p>Modified Figure 1 to add the reserved information for the Intel386 processors. Modified Figure 2. Added the Processor serial number information returned when the CUID instruction is executed with EAX=3. Modified Table 1. Added the Processor serial number parameter. Modified Table 2. Added the Pentium III processor and Pentium III Xeon processor. Added Section 4 "Processor serial number".</p> <p>Modified cpuid3a.asm, cpuid3b.asm and cpuid3.c example code to check for and identify the Pentium III processor and the Pentium III Xeon processor.</p> | 12/98 |
| -013     | <p>Modified Figure 2. Added the Brand ID information returned when the CUID instruction is executed with EAX=1. Added section 5 "Brand ID". Added Table 10 that shows the defined Brand ID values.</p> <p>Modified cpuid3a.asm, cpuid3b.asm and cpuid3.c example code to check for and identify the Pentium III processor, model 8 and the Pentium III Xeon processor, model 8.</p>  | 10/99 |
| -014     | Modified Table 4. Added Intel Celeron processor, model 8   | 03/00 |
| -015     | Modified Table 4. Added Pentium III Xeon processor, model A. Modified Table 7, Added the 8-way set associative 1M, and 8-way set associative 2M cache descriptor entries.  | 05/00 |
| -016     | <p>Revised Figure 2 to include the Extended Family and Extended Model when CUID is executed with EAX=1.</p> <p>Added section 6 which describes the Brand String.</p> <p>Added section 10 Alternate Method of Detecting Features and sample code Example 4.</p> <p>Added the Pentium 4 processor signature to Table 4.</p> <p>Added new feature flags (SSE2, SS and TM) to Table 5.</p> <p>Added new cache descriptors to Table 7.</p> <p>Removed Pentium Pro cache descriptor example.</p>   | 11/00 |
| -017     | <p>Modified Figure 2 to include additional features reported by the Pentium 4 processors.</p> <p>Modified Table 7 to include additional Cache and TLB descriptors defined by the Intel® NetBurst™ microarchitecture.</p> <p>Added Section 11 and program Example 5 which describes how to detect if a processor supports the DAZ feature.</p> <p>Added Section 12 and program Example 6 which describes a method of calculating the actual operating frequency of the processor.</p>   | 02/01 |
| -018     | <p>Changed the second 66h cache descriptor in Table 7 to 68h.</p> <p>Added the 83h cache descriptor to Table 7.</p> <p>Added the Pentium III processor, model B, processor signature and the Intel Xeon processor, processor signature to Table 4.</p> <p>Modified Table 4 to include the extended family and extended model fields.</p> <p>Modified Table 1 to include the information returned by the extended CUID functions.</p>   | 06/01 |

**REVISION HISTORY**

| <b>Revision</b> | <b>Revision History</b>  | <b>Date</b> |
|-----------------|--|-------------|
| -019            | <p>Changed to use registered trademark for Intel® Celeron® throughout entire document.</p> <p>Modified Table 9 to include new Brand ID values supported by the Intel® processors with Intel® NetBurst™ microarchitecture.</p> <p>Added Hyper-Threading Technology Flag to Table 5 and Logical Processor Count to Table 1.</p> <p>Modified cpuid3b.asm and cpuid3.c example code to check for and identify Intel® processors based on the updated Brand ID values contained in Table 9.</p> | 01/02       |
| -020            | <p>Modified Table 7 to include new Cache Descriptor values supported by the Intel® processors with Intel® NetBurst™ microarchitecture.</p> <p>Modified Table 9 to include new Brand ID values supported by the Intel® processors with Intel® NetBurst™ microarchitecture.</p> <p>Modified cpuid3b.asm and cpuid3.c example code to check for and identify Intel® processors based on the updated Brand ID values contained in Table 9.</p>   | 03/02       |

## 1 INTRODUCTION

As the Intel® Architecture evolves with the addition of new generations and models of processors (8086, 8088, Intel286, Intel386™, Intel486™, Pentium® processors, Pentium® OverDrive® processors, Pentium® processors with MMX™ technology, Pentium® OverDrive® processors with MMX™ technology, Pentium® Pro processors, Pentium® II processors, Pentium® II Xeon™ processors, Pentium® II Overdrive® processors, Intel® Celeron® processors, Pentium® III processors, Mobile Intel® Pentium® III Processor - M, Pentium® III Xeon™ processors, Pentium® 4 processors and Intel® Xeon™ processors), it is essential that Intel provide an increasingly sophisticated means with which software can identify the features available on each processor. This identification mechanism has evolved in conjunction with the Intel Architecture as follows:

1. Originally, Intel published code sequences that could detect minor implementation or architectural differences to identify processor generations.
2. Later, with the advent of the Intel386 processor, Intel implemented processor signature identification that provided the processor family, model, and stepping numbers to software, but only upon reset.
3. As the Intel Architecture evolved, Intel extended the processor signature identification into the CUID instruction. The CUID instruction not only provides the processor signature, but also provides information about the features supported by and implemented on the Intel processor.

The evolution of processor identification was necessary because, as the Intel Architecture proliferates, the computing market must be able to tune processor functionality across processor generations and models that have differing sets of features. Anticipating that this trend will continue with future processor generations, the Intel Architecture implementation of the CUID instruction is extensible.

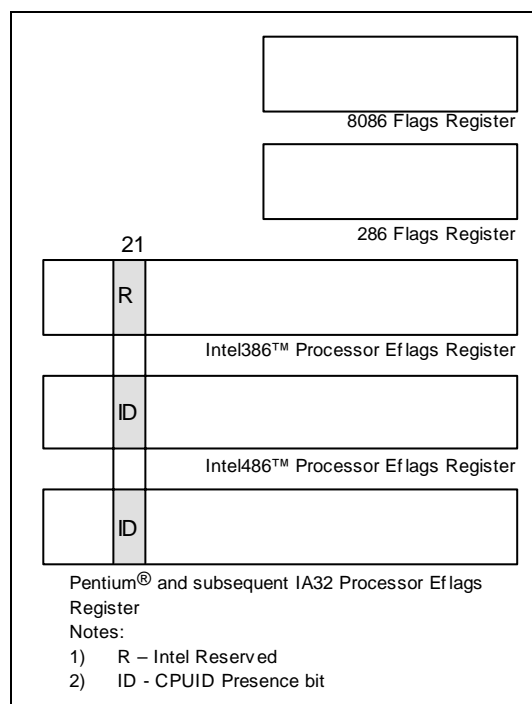
This application note explains how to use the CUID instruction in software applications, BIOS implementations, and various processor tools. By taking advantage of the CUID instruction, software developers can create software applications and tools that can execute compatibly across the widest range of Intel processor generations and models, past, present, and future.

### 1.1 Update Support

You can obtain new Intel processor signature and feature bits information from the developer's manual, programmer's reference manual or appropriate documentation for a processor. In addition, you can receive updated versions of the programming examples included in this application note; contact your Intel representative for more information, or visit Intel's website at <http://developer.intel.com/>.

## 2 DETECTING THE CUID INSTRUCTION

The Intel486 family and subsequent Intel processors provide a straightforward method for determining whether the processor's internal architecture is able to execute the CUID instruction. This method uses the ID flag in bit 21 of the EFLAGS register. If software can change the value of this flag, the CUID instruction is executable<sup>1</sup> (see Figure 1).



**Figure 1. Flag Register Evolution**

<sup>1</sup> Only in some Intel486™ and succeeding processors. Bit 21 in the Intel386™ processor's Eflag register cannot be changed by software, and the Intel386 processor cannot execute the CUID instruction. Execution of CUID on a processor that does not support this instruction will result in an invalid opcode exception.

The POPF, POPFD, PUSHF, and PUSHFD instructions are used to access the Flags in Eflags register. The program examples at the end of this application note show how you use the PUSHFD instruction to read and the POPFD instruction to change the value of the ID flag.

### 3 OUTPUT OF THE CPUID INSTRUCTION

The CPUID instruction supports two sets of functions. The first set returns basic processor information. The second set returns extended processor information. Figure 2 summarizes the basic processor information output by the CPUID instruction. The output from the CPUID instruction is fully dependent upon the contents of the EAX register. This means, by placing different values in the EAX register and then executing CPUID, the CPUID instruction will perform a specific function dependent upon whatever value is resident in the EAX register (see Table 1). In order to determine the highest acceptable value for the EAX register input and CPUID functions that return the basic processor information, the program should set the EAX register parameter value to “0” and then execute the CPUID instruction as follows

```
MOV    EAX, 00H
CPUID
```

After the execution of the CPUID instruction, a return value will be present in the EAX register. Always use an EAX parameter value that is equal to or greater than zero and less than or equal to this highest EAX “returned” value.

In order to determine the highest acceptable value for the EAX register input and CPUID functions that return the extended processor information, the program should set the EAX register parameter value to “80000000h” and then execute the CPUID instruction as follows

```
MOV    EAX, 80000000H
CPUID
```

After the execution of the CPUID instruction, a return value will be present in the EAX register. Always use an EAX parameter value that is equal to or greater than 80000000h and less than or equal to this highest EAX “returned” value. On current and future IA-32 processors, bit 31 in the EAX register will be clear when CPUID is executed with an input parameter greater than highest value for either set of functions, and when the extended functions are not supported. All other bit values returned by the processor in response to a CPUID instruction with EAX set to a value higher than appropriate for that processor are model specific and should not be relied upon.

#### 3.1 Vendor ID String

In addition to returning the highest value in the EAX register, the Intel Vendor-ID string can be simultaneously verified as well. If the EAX register contains an input value of 0, the CPUID instruction also returns the vendor identification string in the EBX, EDX, and ECX registers (see Figure 2). These registers contain the ASCII string:

**GenuineIntel**

While any imitator of the Intel Architecture can provide the CPUID instruction, no imitator can legitimately claim that its part is a genuine Intel part. So the presence of the “GenuineIntel” string is an assurance that the CPUID instruction and the processor signature are implemented as described in this document. If the “GenuineIntel” string is not returned after execution of the CPUID instruction, do not rely upon the information described in this document to interpret the information returned by the CPUID instruction.



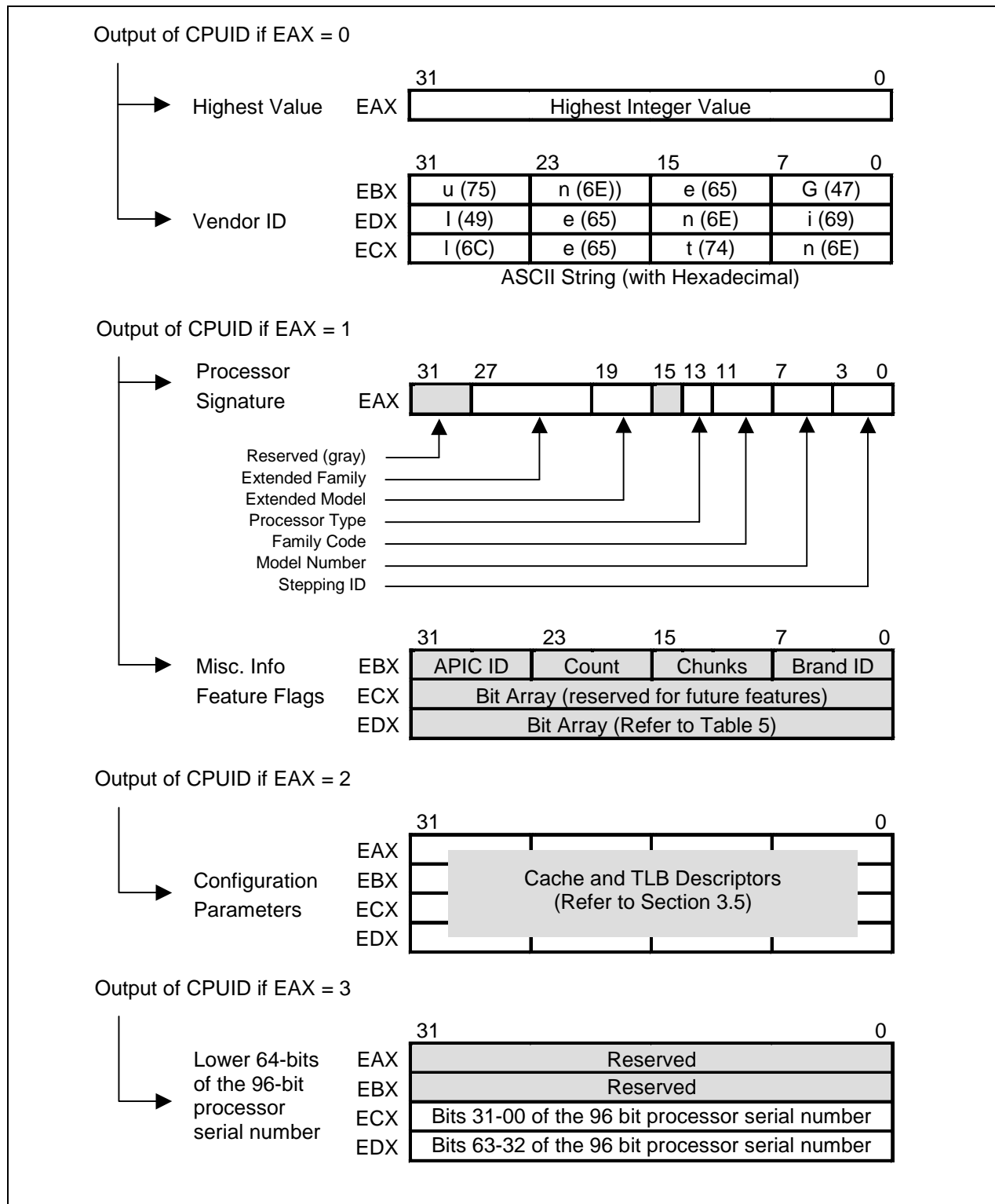


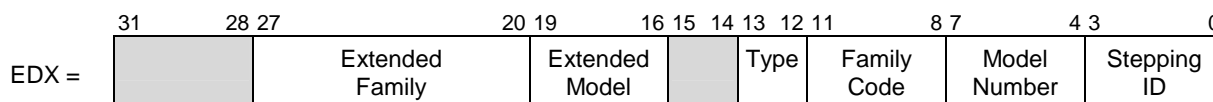
Figure 2. CPUID Instruction Outputs

Table 1. Information Returned by the CPUID Instruction

| Initial EAX Value | Information Provided about the Processor |   |
|-------------------|--|---|
|                   | Basic CPUID Information                  |   |
| 0H                | EAX                                      | Maximum Input Value for Basic CPUID Information   |
|                   | EBX                                      | "Genu"  |
|                   | ECX                                      | "ntel"  |
|                   | EDX                                      | "inel"  |
| 1H                | EAX                                      | <b>32-bit Processor Signature (Extended Family, Extended Model, Type, Family, Model and Stepping ID</b> also bits 95-64 of the 96-bit processor serial number when the PSN feature flag is set.   |
|                   | EBX                                      | Bits 7-0: Brand Index<br>Bits 15-8: CLFLUSH line size. (Value returned * 8 = cache line size)<br><b>Valid only if CLFSH feature flag is set.</b><br>Bits 23-16: Count of logical processors.<br><b>Valid only if Hyper-Threading Technology flag is set</b><br>Bits 31-24: Processor local APIC physical ID<br><b>Valid for Pentium 4 and subsequent processors</b> |
|                   | ECX                                      | Reserved for future feature flags   |
|                   | EDX                                      | Feature Flags (see Table 5)   |
| 2H                | EAX, EBX, ECX, EDX                       | Cache and TLB Descriptors   |
| 3H                | EAX                                      | Reserved  |
|                   | EBX                                      | Reserved  |
|                   | ECX                                      | Bits 31-0 of 96-bit processor serial number. (Available only in Pentium III processors when the PSN feature flag is set; otherwise, the value in this register is reserved.)  |
|                   | EDX                                      | Bits 31-0 the 96-bit processor serial number. (Available only in Pentium III processors when the PSN feature flag is set; otherwise, the value in this register is reserved.)   |
|                   | Extended Function CPUID Information      |   |
| 80000000H         | EAX                                      | Maximum Input Value for Extended Function CPUID Information   |
|                   | EBX, ECX, EDX                            | Reserved  |
| 80000001H         | EAX                                      | Extended Processor Signature and Extended Feature Bits (Currently Reserved.)  |
|                   | EBX, ECX, EDX                            | Reserved  |
| 80000002H         | EAX                                      | Processor Brand String  |
|                   | EBX, ECX, EDX                            | Processor Brand String Continued  |
| 80000003H         | EAX, EBX, ECX, EDX                       | Processor Brand String Continued  |
| 80000004H         | EAX, EBX, ECX, EDX                       | Processor Brand String Continued  |

### 3.2 Processor Signature

Beginning with the Intel486 processor family, the EDX register contains the processor identification signature after reset (see Figure 3). **The processor identification signature is a 32-bit value.** The processor signature is composed from 8 different bit fields. The fields in gray represent reserved bits, and should be masked out when utilizing the processor signature. The remaining 6 fields form the processor identification signature.



**Figure 3. EDX Register after RESET**

Processors that implement the CPUID instruction also return the 32-bit processor identification signature after reset; however, the CPUID instruction gives you the flexibility of checking the processor signature at any time. Figure 3 shows the format of the 32-bit processor signature for the Intel486, and subsequent Intel processors. Note that the EDX processor signature value after reset is equivalent to the processor signature output value in the EAX register in Figure 2. Table 4 shows the values returned in the EAX register currently defined for these processors.

The extended family, bit positions 20 through 27 are used in conjunction with the family code, specified in bit positions 8 through 11, to indicate whether the processor belongs to the Intel386, Intel486, Pentium, Pentium Pro or Pentium 4 family of processors. P6 family processors include all processors based on the Pentium® Pro processor architecture and have an extended family equal to 00h and a family code equal to 6h. Pentium 4 family processors include all processors based on the Intel® NetBurst™ micro-architecture and have an extended family equal to 00h and a family code equal to 0Fh.

The extended model, bit positions 16 through 19 in conjunction with the model number, specified in bits 4 through 7, are used to identify the model of the processor within the processor's family. The stepping ID in bits 0 through 3 indicates the revision number of that model.

The processor type, specified in bit positions 12 and 13 of Table 2 indicates whether the processor is an original OEM processor, an OverDrive processor, or a dual processor (capable of being used in a dual processor system). Table 2 shows the processor type values returned in bits 12 and 13 of the EAX register.

**Table 2. Processor Type  
(Bit Positions 13 and 12)**

| Value | Description                  |
|-------|------------------------------|
| 00    | Original OEM processor       |
| 01    | OverDrive® processor         |
| 10    | Dual processor               |
| 11    | Intel reserved (Do not use.) |

The Pentium II processor, model 5, the Pentium II Xeon processor, model 5, and the Intel Celeron processor, model 5 share the same extended family, family code, extended model and model number. To differentiate between the processors, software should check the cache descriptor values through executing CPUID instruction with EAX = 2. If no L2 cache is returned, the processor is identified as an Intel Celeron processor, model 5. If 1M or 2M L2 cache size is reported, the processor is the Pentium II Xeon processor otherwise it is a Pentium II processor, model 5 or a Pentium II Xeon processor with 512K L2 cache.

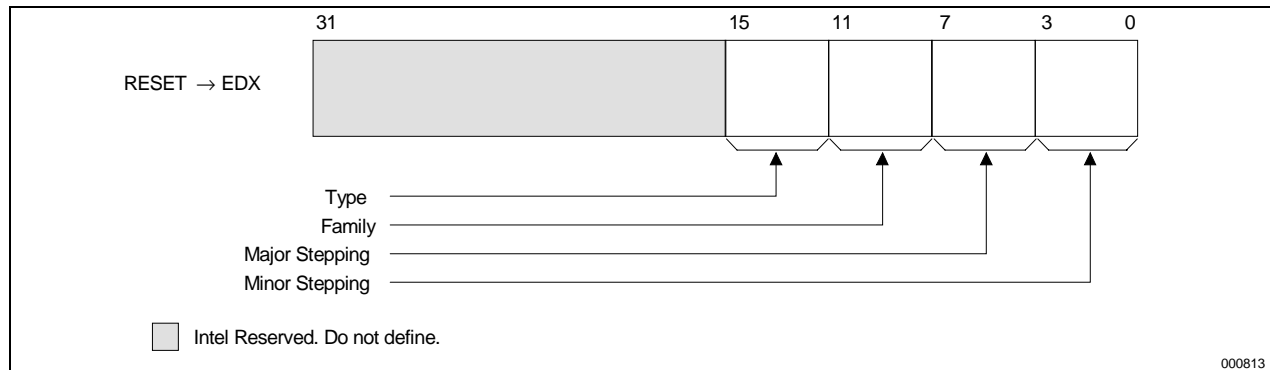
The Pentium III processor, model 7, and the Pentium III Xeon processor, model 7, share the same extended family, family code, extended model and model number. To differentiate between the processors, software should check the cache descriptor values through executing CPUID instruction with EAX = 2. If 1M or 2M L2 cache size is reported, the processor is the Pentium III Xeon processor otherwise it is a Pentium III processor or a Pentium III Xeon processor with 512K L2 cache.

The processor brand for the Pentium III processor, model 8, the Pentium III Xeon processor, model 8, and the Intel Celeron processor, model 8, can be determined by using the Brand ID values returned by the CPUID instruction when executed with EAX equal to 1. Table 9 shows the processor brands defined by the Brand ID.

Older versions of Intel486 SX, Intel486 DX and IntelDX2 processors do not support the CPUID instruction,<sup>2</sup> so they can only return the processor signature at reset. Refer to Table 4 to determine which processors support the CPUID instruction.

<sup>2</sup> All Intel486 SL-enhanced and Write-Back enhanced processors are capable of executing the CPUID instruction. See Table 4.

Figure 4 shows the format of the processor signature for Intel386 processors, which are different from other processors. Table 3 shows the values currently defined for these Intel386 processors.



**Figure 4. Processor Signature Format on Intel386™ Processors**

**Table 3. Intel386™ Processor Signatures**

| Type | Family | Major Stepping | Minor Stepping | Description            |
|------|--------|----------------|----------------|------------------------|
| 0000 | 0011   | 0000           | xxxx           | Intel386™ DX processor |
| 0010 | 0011   | 0000           | xxxx           | Intel386 SX processor  |
| 0010 | 0011   | 0000           | xxxx           | Intel386 CX processor  |
| 0010 | 0011   | 0000           | xxxx           | Intel386 EX processor  |
| 0100 | 0011   | 0000 and 0001  | xxxx           | Intel386 SL processor  |
| 0000 | 0011   | 0100           | xxxx           | RapidCAD® coprocessor  |

Table 4. Intel486™, and Subsequent Processor Signatures

| Extended Family | Extended Model | Type   | Family Code | Model Number | Stepping ID | Description   |
|-----------------|----------------|--------|-------------|--------------|-------------|---|
| 00000000        | 0000           | 00     | 0100        | 000x         | xxxx (1)    | Intel486™ DX processors   |
| 00000000        | 0000           | 00     | 0100        | 0010         | xxxx (1)    | Intel486 SX processors  |
| 00000000        | 0000           | 00     | 0100        | 0011         | xxxx (1)    | Intel487™ processors  |
| 00000000        | 0000           | 00     | 0100        | 0011         | xxxx (1)    | IntelDX2™ processors  |
| 00000000        | 0000           | 00     | 0100        | 0011         | xxxx (1)    | IntelDX2 OverDrive® processors  |
| 00000000        | 0000           | 00     | 0100        | 0100         | xxxx (3)    | Intel486 SL processor   |
| 00000000        | 0000           | 00     | 0100        | 0101         | xxxx (1)    | IntelSX2™ processors  |
| 00000000        | 0000           | 00     | 0100        | 0111         | xxxx (3)    | Write-Back Enhanced IntelDX2 processors   |
| 00000000        | 0000           | 00     | 0100        | 1000         | xxxx (3)    | IntelDX4™ processors  |
| 00000000        | 0000           | 0x     | 0100        | 1000         | xxxx (3)    | IntelDX4 OverDrive processors   |
| 00000000        | 0000           | 00     | 0101        | 0001         | xxxx (2)    | Pentium® processors (60, 66)  |
| 00000000        | 0000           | 00     | 0101        | 0010         | xxxx (2)    | Pentium processors (75, 90, 100, 120, 133, 150, 166, 200)   |
| 00000000        | 0000           | 01 (4) | 0101        | 0001         | xxxx (2)    | Pentium OverDrive processor for Pentium processor (60, 66)  |
| 00000000        | 0000           | 01 (4) | 0101        | 0010         | xxxx (2)    | Pentium OverDrive processor for Pentium processor (75, 90, 100, 120, 133)                                 |
| 00000000        | 0000           | 01     | 0101        | 0011         | xxxx (2)    | Pentium OverDrive processors for Intel486 processor-based systems   |
| 00000000        | 0000           | 00     | 0101        | 0100         | xxxx (2)    | Pentium processor with MMX™ technology (166, 200)   |
| 00000000        | 0000           | 01     | 0101        | 0100         | xxxx (2)    | Pentium OverDrive processor with MMX™ technology for Pentium processor (75, 90, 100, 120, 133)            |
| 00000000        | 0000           | 00     | 0110        | 0001         | xxxx (2)    | Pentium Pro processor   |
| 00000000        | 0000           | 00     | 0110        | 0011         | xxxx (2)    | Pentium II processor, model 3   |
| 00000000        | 0000           | 00     | 0110        | 0101(5)      | xxxx (2)    | Pentium II processor, model 5, Pentium II Xeon processor, model 5, and Intel Celeron processor, model 5   |
| 00000000        | 0000           | 00     | 0110        | 0110         | xxxx (2)    | Intel Celeron processor, model 6  |
| 00000000        | 0000           | 00     | 0110        | 0111(6)      | xxxx (2)    | Pentium III processor, model 7, and Pentium III Xeon processor, model 7                                   |
| 00000000        | 0000           | 00     | 0110        | 1000(7)      | xxxx (2)    | Pentium III processor, model 8, Pentium III Xeon processor, model 8, and Intel Celeron processor, model 8 |
| 00000000        | 0000           | 00     | 0110        | 1010         | xxxx (2)    | Pentium III Xeon processor, model A   |
| 00000000        | 0000           | 00     | 0110        | 1011         | xxxx (2)    | Pentium III processor, model B  |
| 00000000        | 0000           | 01     | 0110        | 0011         | xxxx (2)    | Intel Pentium II OverDrive processor  |
| 00000000        | 0000           | 00     | 1111        | 00xx         | xxxx (2)    | Intel Pentium 4 processor or Intel Xeon processor   |

**NOTES:**

1. This processor does not implement the CPUID instruction.
2. Refer to the Intel486™ documentation, the Pentium® Processor Specification Update (Order Number 242480), the Pentium® Pro Processor Specification Update (Order Number 242689), the Pentium® II Processor Specification Update (Order Number 243337), the Pentium® II Xeon Processor Specification Update (Order Number 243776), the Intel Celeron Processor Specification Update (Order Number 243748), the Pentium® III Processor Specification Update (Order Number 244453), the Pentium® III Xeon™ Processor Specification Update (Order Number 244460), the Pentium® 4 Processor Specification Update (Order Number 249199) or the Intel® Xeon™ Processor Specification Update (Order Number 249678) for the latest list of stepping numbers.
3. Stepping 3 implements the CPUID instruction.
4. The definition of the type field for the OverDrive® processor is 01h. An erratum on the Pentium OverDrive processor will always return 00h as the type.
5. To differentiate between the Pentium II processor, model 5, Pentium II Xeon processor and the Intel Celeron processor, model 5, software should check the cache descriptor values through executing CPUID instruction with EAX = 2. If no L2 cache is returned, the processor is identified as an Intel Celeron processor, model 5. If 1M or 2M L2 cache size is reported, the processor is the Pentium II Xeon processor otherwise it is a Pentium II processor, model 5 or a Pentium II Xeon processor with 512K L2 cache size.
6. To differentiate between the Pentium III processor, model 7 and the Pentium III Xeon processor, model 7, software should check the cache descriptor values through executing CPUID instruction with EAX = 2. If 1M or 2M L2 cache size is reported, the processor is the Pentium III Xeon processor otherwise it is a Pentium III processor or a Pentium III Xeon processor with 512K L2 cache size.
7. To differentiate between the Pentium III processor, model 8 and the Pentium III Xeon processor, model 8, software should check the Brand ID values through executing CPUID instruction with EAX = 1.

### 3.3 Feature Flags

When the EAX register contains a value of 1, the CUID instruction (in addition to loading the processor signature in the EAX register) loads the EDX and ECX register with the feature flags. The feature flags (when a Flag = 1) indicate what features the processor supports. Table 5 lists the currently defined feature flag values.

For future processors, refer to the programmer's reference manual, user's manual, or the appropriate documentation for the latest feature flag values.

**Use the feature flags in your applications to determine which processor features are supported. By using the CUID feature flags to determine processor features, your software can detect and avoid incompatibilities introduced by the addition or removal of processor features.**

**Table 5. Feature Flag Values Reported in the EDX Register**

| Bit | Name | Description when Flag = 1              | Comments  |
|-----|------|--|---|
| 0   | FPU  | Floating-point unit on-Chip            | The processor contains an FPU that supports the Intel387 floating-point instruction set.  |
| 1   | VME  | Virtual Mode Extension                 | The processor supports extensions to virtual-8086 mode.   |
| 2   | DE   | Debugging Extension                    | The processor supports I/O breakpoints, including the CR4.DE bit for enabling debug extensions and optional trapping of access to the DR4 and DR5 registers.  |
| 3   | PSE  | Page Size Extension                    | The processor supports 4-Mbyte pages.   |
| 4   | TSC  | Time Stamp Counter                     | The RDTSC instruction is supported including the CR4.TSD bit for access/privilege control.  |
| 5   | MSR  | Model Specific Registers               | Model Specific Registers are implemented with the RDMSR, WRMSR instructions   |
| 6   | PAE  | Physical Address Extension             | Physical addresses greater than 32 bits are supported.  |
| 7   | MCE  | Machine Check Exception                | Machine Check Exception, Exception 18, and the CR4.MCE enable bit are supported   |
| 8   | CX8  | CMPXCHG8 Instruction Supported         | The compare and exchange 8 bytes instruction is supported.  |
| 9   | APIC | On-chip APIC Hardware Supported        | The processor contains a software-accessible Local APIC.  |
| 10  |      | Reserved                               | Do not count on their value.  |
| 11  | SEP  | Fast System Call                       | Indicates whether the processor supports the Fast System Call instructions, SYSENTER and SYSEXIT. NOTE: Refer to Section 3.4 for further information regarding SYSENTER/ SYSEXIT feature and SEP feature bit.                 |
| 12  | MTRR | Memory Type Range Registers            | The Processor supports the Memory Type Range Registers specifically the MTRR_CAP register.  |
| 13  | PGE  | Page Global Enable                     | The global bit in the page directory entries (PDEs) and page table entries (PTEs) is supported, indicating TLB entries that are common to different processes and need not be flushed. The CR4.PGE bit controls this feature. |
| 14  | MCA  | Machine Check Architecture             | The Machine Check Architecture is supported, specifically the MCG_CAP register.   |
| 15  | CMOV | Conditional Move Instruction Supported | The processor supports CMOVcc, and if the FPU feature flag (bit 0) is also set, supports the FCMOVCC and FCOMI instructions.  |

**Table 5. Feature Flag Values Reported in the EDX Register**

| Bit     | Name   | Description when Flag = 1  | Comments   |
|---------|--------|--|--|
| 16      | PAT    | Page Attribute Table   | Indicates whether the processor supports the Page Attribute Table. This feature augments the Memory Type Range Registers (MTRRs), allowing an operating system to specify attributes of memory on 4K granularity through a linear address.   |
| 17      | PSE-36 | 36-bit Page Size Extension   | Indicates whether the processor supports 4-Mbyte pages that are capable of addressing physical memory beyond 4GB. This feature indicates that the upper four bits of the physical address of the 4-Mbyte page is encoded by bits 13-16 of the page directory entry.  |
| 18      | PSN    | Processor serial number is present and enabled                     | The processor supports the 96-bit processor serial number feature, and the feature is enabled.   |
| 19      | CLFSH  | CLFLUSH Instruction supported                                      | Indicates that the processor supports the CLFLUSH instruction.   |
| 20      |        | Reserved   | Do not count on their value.   |
| 21      | DS     | Debug Store  | Indicates that the processor has the ability to write a history of the branch to and from addresses into a memory buffer.  |
| 22      | ACPI   | Thermal Monitor and Software Controlled Clock Facilities supported | The processor implements internal MSRs that allow processor temperature to be monitored and processor performance to be modulated in predefined duty cycles under software control.  |
| 23      | MMX    | Intel Architecture MMX technology supported                        | The processor supports the MMX technology instruction set extensions to Intel Architecture.  |
| 24      | FXSR   | Fast floating point save and restore                               | Indicates whether the processor supports the FXSAVE and FXRSTOR instructions for fast save and restore of the floating point context. Presence of this bit also indicates that CR4.OSFXSR is available for an operating system to indicate that it uses the fast save/restore instructions.  |
| 25      | SSE    | Streaming SIMD Extensions supported                                | The processor supports the Streaming SIMD Extensions to the Intel Architecture.  |
| 26      | SSE2   | Streaming SIMD Extensions 2  | Indicates the processor supports the Streaming SIMD Extensions - 2 Instructions.   |
| 27      | SS     | Self-Snoop   | The processor supports the management of conflicting memory types by performing a snoop of its own cache structure for transactions issued to the bus.   |
| 28      | HTT    | Hyper-Threading Technology   | This processor's microarchitecture has the capability to operate as multiple logical processors within the same physical package.<br><br>This field does not indicate that Hyper-Threading Technology has been enabled for this specific processor. To determine if Hyper-Threading Technology is supported, check the value returned in EBX[23:16] after executing CPUID with EAX=1. If EBX[23:16] contains a value >1, then the processor supports Hyper-Threading Technology. |
| 29      | TM     | Thermal Monitor supported  | The processor implements the Thermal Monitor automatic thermal control circuit (TCC).  |
| 30 – 31 |        | Reserved   | Do not count on their value.   |



### 3.4 SYSENTER/SYSEXIT – SEP Features Bit

The SYSENTER Present (SEP) bit 11 of CPUID indicates the presence of this facility. An operating system that detects the presence of the SEP bit must also qualify the processor family and model to ensure that the SYSENTER/SYSEXIT instructions are actually present:

```
IF (CPUID SEP bit is set)
{
    IF ((Processor Signature & 0x0FFF3FFF) < 0x00000633)
        Fast System Call is NOT supported
    ELSE
        Fast System Call is supported
}
```

The Pentium Pro processor (Model = 1) returns a set SEP CPUID feature bit, but should not be used by software.

### 3.5 Cache Size, Format and TLB Information

When the EAX register contains a value of 2, the CPUID instruction loads the EAX, EBX, ECX and EDX registers with descriptors that indicate the processors cache and TLB characteristics. The lower 8 bits of the EAX register (AL) contain a value that identifies the number of times the CPUID has to be executed to obtain a complete image of the processor's caching systems. For example, the Pentium 4 processor returns a value of 1 in the lower 8 bits of the EAX register to indicate that the CPUID instruction need only be executed once (with EAX = 2) to obtain a complete image of the processor configuration.

The remainder of the EAX register, the EBX, ECX and EDX registers contain the cache and TLB descriptors. Table 6 shows that when bit 31 in a given register is zero, that register contains valid 8-bit descriptors. To decode descriptors, move sequentially from the most significant byte of the register down through the least significant byte of the register. Assuming bit 31 is 0, then that register contains valid cache or TLB descriptors in bits 24 through 31, bits 16 through 23, bits 8 through 15 and bits 0 through 7. Software must compare the value contained in each of the descriptor bit fields with the values found in Table 7 to determine the cache and TLB features of a processor.

**Table 6. Descriptor Formats**

| Register bit 31 | Descriptor Type   | Description   |
|-----------------|-------------------|---|
| 1               | Reserved          | Reserved for future use.  |
| 0               | 8 bit descriptors | Descriptors point to a parameter table to identify cache characteristics. The descriptor is null if it has a 0 value. |

Table 7 lists the current cache and TLB descriptor values and their respective characteristics. This list will be extended in the future as necessary. Between models and steppings of processors the cache and TLB information may change bit field locations, therefore it is important that software not assume fixed locations when parsing the cache and TLB descriptors.

Table 7. Descriptor Decode Values

| Value | Cache or TLB Description   |
|-------|--|
| 00h   | Null   |
| 01h   | Instruction TLB, 4K pages, 4-way set associative, 32 entries             |
| 02h   | Instruction TLB, 4M pages, fully associative, 2 entries                  |
| 03h   | Data TLB, 4K pages, 4-way set associative, 64 entries                    |
| 04h   | Data TLB, 4M pages, 4-way set associative, 8 entries                     |
| 06h   | Instruction cache, 8K, 4-way set associative, 32 byte line size          |
| 08h   | Instruction cache 16K, 4-way set associative, 32 byte line size          |
| 0Ah   | Data cache, 8K, 2-way set associative, 32 byte line size                 |
| 0Ch   | Data cache, 16K, 4-way set associative, 32 byte line size                |
| 22h   | Unified cache, 4-way set associative, 64-byte line size, 512K            |
| 23h   | Unified cache, 8-way set associative, 64-byte line size, 1M              |
| 25h   | Unified cache, 8-way set associative, 64-byte line size, 2M              |
| 29h   | Unified cache, 8-way set associative, 64-byte line size, 4M              |
| 40h   | No L2 cache (P6 family), or No L3 cache (Pentium 4 and Xeon processors)  |
| 41h   | Unified cache, 32 byte cache line, 4-way set associative, 128K           |
| 42h   | Unified cache, 32 byte cache line, 4-way set associative, 256K           |
| 43h   | Unified cache, 32 byte cache line, 4-way set associative, 512K           |
| 44h   | Unified cache, 32 byte cache line, 4-way set associative, 1M             |
| 45h   | Unified cache, 32 byte cache line, 4-way set associative, 2M             |
| 50h   | Instruction TLB, 4K, 2M or 4M pages, fully associative, 64 entries       |
| 51h   | Instruction TLB, 4K, 2M or 4M pages, fully associative, 128 entries      |
| 52h   | Instruction TLB, 4K, 2M or 4M pages, fully associative, 256 entries      |
| 5Bh   | Data TLB, 4K or 4M pages, fully associative, 64 entries                  |
| 5Ch   | Data TLB, 4K or 4M pages, fully associative, 128 entries                 |
| 5Dh   | Data TLB, 4K or 4M pages, fully associative, 256 entries                 |
| 66h   | Data cache, sectored, 64 byte cache line, 4 way set associative, 8K      |
| 67h   | Data cache, sectored, 64 byte cache line, 4 way set associative, 16K     |
| 68h   | Data cache, sectored, 64 byte cache line, 4 way set associative, 32K     |
| 70h   | Instruction Trace cache, 8 way set associative, 12K uOps                 |
| 71h   | Instruction Trace cache, 8 way set associative, 16K uOps                 |
| 72h   | Instruction Trace cache, 8 way set associative, 32K uOps                 |
| 79h   | Unified cache, sectored, 64 byte cache line, 8 way set associative, 128K |
| 7Ah   | Unified cache, sectored, 64 byte cache line, 8 way set associative, 256K |
| 7Bh   | Unified cache, sectored, 64 byte cache line, 8 way set associative, 512K |
| 7Ch   | Unified cache, sectored, 64 byte cache line, 8 way set associative, 1M   |
| 82h   | Unified cache, 32 byte cache line, 8 way set associative, 256K           |
| 83h   | Unified cache, 32 byte cache line, 8 way set associative, 512K           |
| 84h   | Unified cache, 32 byte cache line, 8 way set associative, 1M             |
| 85h   | Unified cache, 32 byte cache line, 8 way set associative, 2M             |

### 3.6 Pentium® 4 Processor, Model 0 Output Example

The Pentium 4 processor, model 0 returns the values shown in Table 8. Since the value of AL=1, it is valid to interpret the remainder of the registers. Table 8 also shows the MSB (bit 31) of all the registers are 0 which indicates that each register contains valid 8-bit descriptor. The register values in Table 8 show that this Pentium 4 processor has the following cache and TLB characteristics:

- (66h) A data cache that is 8K-Bytes, 4 way set associative, and has a sector, 64 byte line size.
- (5Bh) A data TLB that maps 4K or 4M pages, is fully associative, and has 64 entries.
- (50h) An instruction TLB that maps 4K, 2M or 4M pages, is fully associative, and has 64 entries.
- (7Ah) A unified cache that is 256K-Bytes, 8 way set associative, and has a sector, 64 byte line size.
- (70h) An instruction trace cache that can store up to 12K-uOps, and is 8 way set associative.
- (40h) No L3 cache.

**Table 8. Pentium® 4 Processor, model 0 with 256K L2 Cache, CPUID (EAX=2) Example Return Values**

|            | 31  | 23  | 15  | 7   | 0 |
|------------|-----|-----|-----|-----|---|
| <b>EAX</b> | 66h | 5Bh | 50h | 01h |   |
| <b>EBX</b> | 00h | 00h | 00h | 00h |   |
| <b>ECX</b> | 00h | 00h | 00h | 00h |   |
| <b>EDX</b> | 00h | 7Ah | 70h | 40h |   |

## 4 PROCESSOR SERIAL NUMBER

The processor serial number extends the concept of processor identification. Processor serial number is a 96-bit number accessible through the CPUID instruction. Processor serial number can be used by applications to identify a processor, and by extension, its system.

The processor serial number creates a software accessible identity for an individual processor. The processor serial number, combined with other qualifiers, could be applied to user identification. Applications include membership authentication, data backup/restore protection, removable storage data protection, managed access to files, or to confirm document exchange between appropriate users.

Processor serial number is another tool for use in asset management, product tracking, remote systems load and configuration, or to aid in boot-up configuration. In the case of system service, processor serial number could be used to differentiate users during help desk access, or track error reporting. Processor serial number provides an identifier for the processor, but should not be assumed to be unique in itself. There are potential modes in which erroneous processor serial numbers may be reported. For example, in the event a processor is operated outside its recommended operating specifications, (e.g. voltage, frequency, etc.) the processor serial number may not be correctly read from the processor. Improper BIOS or software operations could yield an inaccurate processor serial number. These events could lead to possible erroneous or duplicate processor serial numbers being reported. System manufacturers can strengthen the robustness of the feature by including redundancy features, or other fault tolerant methods.

Processor serial number used as a qualifier for another independent number could be used to create an electrically accessible number that is likely to be distinct. Processor serial number is one building block useful for the purpose of enabling the trusted, connected PC.

### 4.1 Presence of Processor Serial Number

To determine if the processor serial number feature is supported, the program should set the EAX register parameter value to "1" and then execute the CPUID instruction as follows:

```
MOV    EAX, 01H
CUID
```

After execution of the CUID instruction, the ECX and EDX register contains the Feature Flags. If the PSN Feature Flags, (EDX register, bit 18) equals “1”, the processor serial number feature is supported, and enabled. **If the PSN Feature Flags equals “0”, the processor serial number feature is either not supported, or disabled.**

## 4.2 Forming the 96-bit Processor Serial Number

The 96-bit processor serial number is the concatenation of three 32-bit entities.

To access the most significant 32-bits of the processor serial number the program should set the EAX register parameter value to “1” and then execute the CUID instruction as follows:

```
MOV    EAX, 01H
CUID
```

After execution of the CUID instruction, the EAX register contains the Processor Signature. The Processor Signature comprises the most significant 32-bits of the processor serial number. The value in EAX should be saved prior to gathering the remaining 64-bits of the processor serial number.

To access the remaining 64-bits of the processor serial number the program should set the EAX register parameter value to “3” and then execute the CUID instruction as follows:

```
MOV    EAX, 03H
CUID
```

After execution of the CUID instruction, the EDX register contains the middle 32-bits, and the ECX register contains the least significant 32-bits of the processor serial number. Software may then concatenate the saved Processor Signature, EDX, and ECX before returning the complete 96-bit processor serial number.

Processor serial number should be displayed as 6 groups of 4 hex nibbles (Ex. XXXX-XXXX-XXXX-XXXX-XXXX-XXXX where X represents a hex digit). Alpha hex characters should be displayed as capital letters.

## 5 BRAND ID

Beginning with the Pentium III processors, model 8, the Pentium III Xeon processors, model 8, and Intel Celeron processor, model 8, the concept of processor identification is further extended with the addition of Brand ID. Brand ID is an 8-bit number accessible through the CPUID instruction. Brand ID may be used by applications to assist in identifying the processor.

Processors that implement the Brand ID feature return the Brand ID in bits 7 through 0 of the EBX register when the CPUID instruction is executed with EAX=1 (see Table 9). Processors that do not support the feature return a value of 0 in EBX bits 7 through 0.

To differentiate previous models of the Pentium II processor, Pentium II Xeon processor, Intel Celeron processor, Pentium III processor and Pentium III Xeon processor, application software relied on the L2 cache descriptors. In a few cases, the results were ambiguous; for example, software could not accurately differentiate a Pentium II processor from a Pentium II Xeon processor with a 512K L2 cache. Brand ID eliminates this ambiguity by providing a software accessible value unique to each processor brand. Table 9 shows the values defined for each processor.

## 6 BRAND STRING

The Brand string is a new extension to the CPUID instruction implemented in some Intel IA-32 processors, including the Pentium 4 processor. Using the brand string feature, future IA-32 architecture based processors will return their ASCII brand identification string and maximum operating frequency via an extended CPUID instruction. Note that the frequency returned is the maximum operating frequency that the processor has been qualified for and not the current operating frequency of the processor.

When CPUID is executed with EAX set to the values listed in Table 10, the processor will return an ASCII brand string in the general-purpose registers as detailed in Table 10.

The brand/frequency string is defined to be 48 characters long, 47 bytes will contain characters and the 48<sup>th</sup> byte is defined to be NULL (0). A processor may return less than the 47 ASCII characters as long as the string is null terminated and the processor returns valid data when CPUID is executed with EAX = 80000002h, 80000003h and 80000004h.

The cpuid3a.asm program shows how software forms the brand string (see Example 1). To determine if the brand string is supported on a processor, software must follow the step below:

1. Execute the CPUID instruction with EAX=80000000h
2. If ((returned value in EAX) > 80000000h) then the processor supports the extended CPUID functions and EAX contains the largest extended function supported.
3. The processor brand string feature is supported if EAX > 80000000h

**Table 9. Brand ID, CPUID (EAX=1) Return Values in EBX (bits 7 through 0)**

| Value            | Description  |
|------------------|--|
| 00h              | Unsupported  |
| 01h              | Intel® Celeron® processor  |
| 02h              | Intel® Pentium® III processor  |
| 03h              | Intel® Pentium® III Xeon™ processor<br>If processor signature = 000006B1h,<br>then "Intel® Celeron® processor" |
| 04h              | Intel® Pentium® III processor  |
| 06h              | Mobile Intel® Pentium® III Processor-M   |
| 07h              | Mobile Intel® Celeron® processor   |
| 08h              | Intel® Pentium® 4 processor<br>If processor signature is >=00000F13h,<br>then "Intel® Genuine processor"       |
| 09h              | Intel® Pentium® 4 processor  |
| 0Bh              | Intel® Xeon™ processor<br>If processor signature is <00000F13h,<br>then "Intel® Xeon™ processor MP"            |
| 0Eh              | Intel® Xeon™ processor   |
| All other values | Reserved   |

Table 10. Processor Brand String Feature

| EAX input value | Function   | Return value                                  |
|-----------------|--|---|
| 80000000h       | Largest Extended Function Supported                    | EAX=80000004, EBX = ECX = EDX = Reserved      |
| 80000001h       | Extended Processor Signature and Extended Feature Bits | EAX = EBX = ECX = EDX = Reserved              |
| 80000002h       | Processor Brand String                                 | EAX, EBX, ECX, EDX contain ASCII brand string |
| 80000003h       | Processor Brand String                                 | EAX, EBX, ECX, EDX contain ASCII brand string |
| 80000004h       | Processor Brand String                                 | EAX, EBX, ECX, EDX contain ASCII brand string |

## 7 USAGE GUIDELINES

This document presents Intel-recommended feature-detection methods. Software should not try to identify features by exploiting programming tricks, undocumented features, or otherwise deviating from the guidelines presented in this application note.

The following guidelines are intended to help programmers maintain the widest range of compatibility for their software.

- Do not depend on the absence of an invalid opcode trap on the CPUID opcode to detect the CPUID instruction. Do not depend on the absence of an invalid opcode trap on the PUSHFD opcode to detect a 32-bit processor. Test the ID flag, as described in Section 2.0. and shown in Section 8.
- **Do not assume that a given family or model has any specific feature. For example, do not assume the family value 5 (Pentium processor) means there is a floating-point unit on-chip. Use the feature flags for this determination.**
- Do not assume processors with higher family or model numbers have all the features of a processor with a lower family or model number. For example, a processor with a family value of 6 (P6 family processor) may not necessarily have all the features of a processor with a family value of 5.
- Do not assume that the features in the OverDrive processors are the same as those in the OEM version of the processor. Internal caches and instruction execution might vary.
- Do not use undocumented features of a processor to identify steppings or features. For example, the Intel386 processor A-step had bit instructions that were withdrawn with the B-step. Some software attempted to execute these instructions and depended on the invalid-opcode exception as a signal that it was not running on the A-step part. The software failed to work correctly when the Intel486 processor used the same opcodes for different instructions. The software should have used the stepping information in the processor signature.
- Test feature flags individually and do not make assumptions about undefined bits. For example, it would be a mistake to test the FPU bit by comparing the feature register to a binary 1 with a compare instruction.
- Do not assume the clock of a given family or model runs at a specific frequency, and do not write processor speed-dependent code, such as timing loops. For instance, an OverDrive Processor could operate at a higher internal frequency and still report the same family and/or model. Instead, use a combination of the system's timers to measure elapsed time and the TSC (Time Stamp Counter) to measure processor core clocks to allow direct calibration of the processor core. See Section 12 and Example 6 for details.
- Processor model-specific registers may differ among processors, including in various models of the Pentium processor. Do not use these registers unless identified for the installed processor. This is particularly important for systems upgradeable with an OverDrive processor. Only use Model Specific registers that are defined in the BIOS writers guide for that processor.
- Do not rely on the result of the CPUID algorithm when executed in virtual 8086 mode.
- Do not assume any ordering of model and/or stepping numbers. They are assigned arbitrarily.

- Do not assume processor serial number is a unique number without further qualifiers.
- Display processor serial number as 6 groups of 4 hex nibbles (Ex. XXXX-XXXX-XXXX-XXXX-XXXX-XXXX where X represents a hex digit).
- Display alpha hex characters as capital letters.
- A zero in the lower 64 bits of the processor serial number indicate the processor serial number is invalid, not supported, or disabled on this processor.

## 8 PROPER IDENTIFICATION SEQUENCE

To identify the processor using the CUID instructions, software should follow the following steps.

1. Determine if the CUID instruction is supported by modifying the ID flag in the EFLAGS register. If the ID flag cannot be modified, the processor cannot be identified using the CUID instruction.
2. Execute the CUID instruction with EAX equal to 80000000h. CUID function 80000000h is used to determine if Brand String is supported. If the CUID function 80000000h returns a value in EAX greater than 80000000h the Brand String feature is supported and software should use CUID functions 80000002h through 80000004h to identify the processor.
3. If the Brand String feature is not supported, execute CUID with EAX equal to 1. CUID function 1 returns the processor signature in the EAX register, and the Brand ID in the EBX register bits 0 through 7. If the EBX register bits 0 through 7 contain a non-zero value, the Brand ID is supported. Software should scan the list of Brand IDs (see Table 9) to identify the processor.
4. If the Brand ID feature is not supported, software should use the processor signature (see Figure 2) in conjunction with the cache descriptors (see Table 7) to identify the processor.

The cpuid3a.asm program example demonstrates the correct use of the CUID instruction (see Example 1). It also shows how to identify earlier processor generations that do not implement the Brand String, Brand ID, processor signature or CUID instruction (see Figure 5). This program example contains the following two procedures:

- `get_cpu_type` identifies the processor type. Figure 5 illustrates the flow of this procedure.
- `get_fpu_type` determines the type of floating-point unit (FPU) or math coprocessor (MCP).

This procedure has been tested with 8086, 80286, Intel386, Intel486, Pentium processor, Pentium processor with MMX technology, OverDrive processor with MMX technology, Pentium Pro processors, Pentium II processors, Pentium II Xeon processors, Pentium II Overdrive processors, Intel Celeron processors, Pentium III processors, Pentium III Xeon processors and Pentium 4 processors. This program example is written in assembly language and is suitable for inclusion in a run-time library, or as system calls in operating systems.

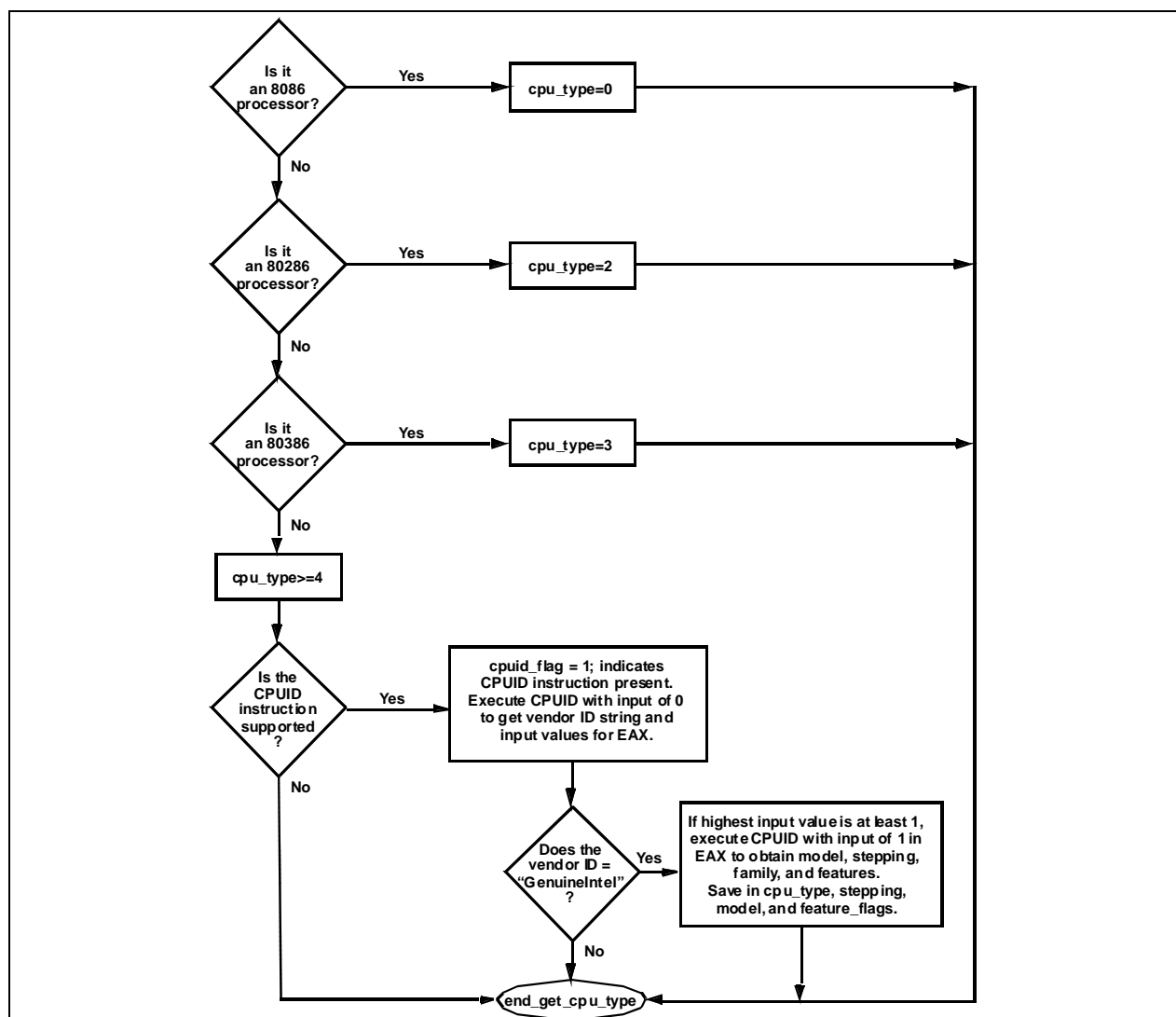
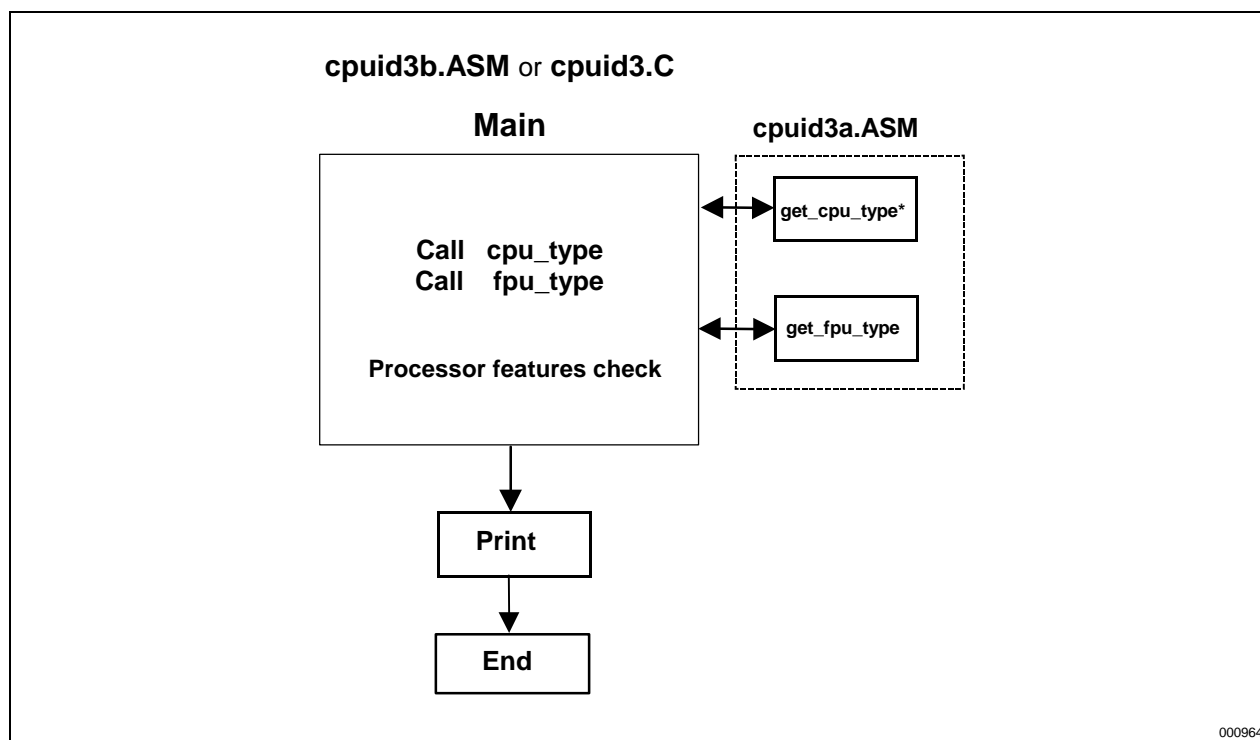


Figure 5. Flow of Processor `get_cpu_type` Procedure

## 9 USAGE PROGRAM EXAMPLES

The `cpuid3b.asm` or `cpuid3.c` program examples demonstrate applications that call `get_cpu_type` and `get_fpu_type` procedures and interpret the returned information. This code is shown in Example 2 and Example 3. The results, which are displayed on the monitor, identify the installed processor and features. The `cpuid3b.asm` example is written in assembly language and demonstrates an application that displays the returned information in the DOS environment. The `cpuid3.c` example is written in the C language (see Example 2 and Example 3). Figure 6 presents an overview of the relationship between the three program examples.





**Figure 6. Flow of Processor Identification Extraction Procedure**

## 10 ALTERNATE METHOD OF DETECTING FEATURES

Some feature flags indicate support of instruction set extensions (i.e. MMX, SSE and SSE2). The preferred mechanism for determining support of instruction extensions is through the use of the CUID instruction, and testing the feature flags. However, an alternate method for determining processor support of instruction extensions is to install an exception handler and execute one of the instructions. If the instruction executes without generating an exception, then the processor supports that set of instruction extensions. If an exception is raised, and the exception handler is executed, then those instruction extensions are not supported by the processor. Before installing the exception handler, the software should execute the CUID instruction with `EAX = 0`. If the CUID instruction returns the Intel vendor-ID string "GenuineIntel", then software knows that it can test for the Intel instruction extensions. As long as the CUID instruction returns the Intel vendor-ID, this method can be used to support future Intel processors. This method does not require software to check the family and model.

The features.cpp program is written using the C++ language (see Example 4) and demonstrates the use of exceptions to determine support of SSE2, SSE, and MMX instruction extensions. Features.cpp performs the following steps:

1. Check that the vendor-ID == "GenuineIntel"
2. Install exception handler for SSE2 test
3. Attempt to execute a SSE2 instruction (`paddq xmm1, xmm2`)
4. Install exception handler for SSE test
5. Attempt to execute a SSE instruction (`orps xmm1, xmm2`)
6. Install exception handler for MMX test
7. Attempt to execute a MMX instruction (`emms`)
8. Print supported instruction set extensions.

## 11 DENORMALS ARE ZERO

With the introduction of the SSE2 extensions, some Intel Architecture processors have the ability to convert SSE and SSE2 source operand denormal numbers to zero. This feature is referred to as Denormals-Are-Zero (DAZ). The DAZ mode is not compatible with IEEE Standard 754. The DAZ mode is provided to improve processor performance for applications such as streaming media processing, where rounding a denormal operand to zero does not appreciably affect the quality of the processed data.

Some processor steppings support SSE2 but do not support the DAZ mode. To determine if a processor supports the DAZ mode, software must perform the following steps.

1. Execute the CUID instruction with an input value of EAX=0 and ensure the vendor-ID string returned is “GenuineIntel”.
2. Execute the CUID instruction with EAX=1. This will load the EDX register with the feature flags.
3. Ensure that the FXSR feature flag (EDX bit 24) is set. This indicates the processor supports the FXSAVE and FXRSTOR instructions.
4. Ensure that the XMM feature flag (EDX bit 25) or the EMM feature flag (EDX bit 26) is set. This indicates that the processor supports at least one of the SSE/SSE2 instruction sets and its MXCSR control register.
5. Zero a 16-byte aligned, 512-byte area of memory. This is necessary since some implementations of FXSAVE do not modify reserved areas within the image.
6. Execute an FXSAVE into the cleared area.
7. Bytes 28-31 of the FXSAVE image are defined to contain the MXCSR\_MASK. If this value is 0, then the processor's MXCSR\_MASK is 0xFFBF, otherwise MXCSR\_MASK is the value of this dword.
8. If bit 6 of the MXCSR\_MASK is set, then DAZ is supported.

After completing this algorithm, if DAZ is supported, software can enable DAZ mode by setting bit 6 in the MXCSR register save area and executing the FXRSTOR instruction. Alternately software can enable DAZ mode by setting bit 6 in the MXCSR by executing the LDMXCSR instruction. Refer to the chapter titled “*Programming with the Streaming SIMD Extensions (SSE)*” in the *Intel Architecture Software Developer’s Manual volume 1: Basic Architecture*.

The assembly language program dazdetect.asm (see Example 5) demonstrates this DAZ detection algorithm.

## 12 OPERATING FREQUENCY

With the introduction of the Time Stamp Counter, it is possible for software operating in real mode or protected mode with ring 0 privilege to calculate the actual operating frequency of the processor. To calculate the operating frequency, the software needs a reference period. The reference period can be a periodic interrupt, or another timer that is based on time, and not based on a system clock. Software needs to read the Time Stamp Counter (TSC) at the beginning and ending of the reference period. Software can read the TSC by executing the RDTSC instruction, or by setting the ECX register to 10h and executing the RDMSR instruction. Both instructions copy the current 64-bit TSC into the EDX:EAX register pair.

To determine the operating frequency of the processor, software performs the following steps. The assembly language program frequenc.asm (see Example 6) demonstrates the frequency detection algorithm.

1. Execute the CUID instruction with an input value of EAX=0 and ensure the vendor-ID string returned is “GenuineIntel”.
2. Execute the CUID instruction with EAX=1 to load the EDX register with the feature flags.
3. Ensure that the TSC feature flag (EDX bit 4) is set. This indicates the processor supports the Time Stamp Counter and RDTSC instruction.
4. Read the TSC at the beginning of the reference period
5. Read the TSC at the end of the reference period.
6. Compute the TSC delta from the beginning and ending of the reference period.

7. Compute the actual frequency by dividing the TSC delta by the reference period.

Actual frequency = (Ending TSC value – Beginning TSC value) / reference period

**Note: The measured accuracy is dependent on the accuracy of the reference period. A longer reference period produces a more accurate result. In addition, repeating the calculation multiple times may also improve accuracy.**

**Example 1. Processor Identification Extraction Procedure**

```

; Filename: cpuid3a.asm
; Copyright (c) Intel Corporation 1993-2002
;
; This program has been developed by Intel Corporation. Intel
; has various intellectual property rights which it may assert
; under certain circumstances, such as if another
; manufacturer's processor mis-identifies itself as being
; "GenuineIntel" when the CPUID instruction is executed.
;
; Intel specifically disclaims all warranties, express or
; implied, and all liability, including consequential and other
; indirect damages, for the use of this program, including
; liability for infringement of any proprietary rights,
; and including the warranties of merchantability and fitness
; for a particular purpose. Intel does not assume any
; responsibility for any errors which may appear in this program
; nor any responsibility to update it.
;
; This code contains two procedures:
; _get_cpu_type: Identifies processor type in _cpu_type:
;     0=8086/8088 processor
;     2=Intel 286 processor
;     3=Intel386(TM) family processor
;     4=Intel486(TM) family processor
;     5=Pentium(R) family processor
;     6=P6 family of processors
;     F=Pentium 4 family of processors
;
; _get_fpu_type: Identifies FPU type in _fpu_type:
;     0=FPU not present
;     1=FPU present
;     2=287 present (only if _cpu_type=3)
;     3=387 present (only if _cpu_type=3)
;
; This program has been tested with the Microsoft Developer Studio.
; This code correctly detects the current Intel 8086/8088,
; 80286, 80386, 80486, Pentium(R) processor, Pentium(R) Pro
; processor, Pentium(R) II processor, Pentium II Xeon(TM) processor,
; Pentium II Overdrive(R), Intel Celeron processor, Pentium III processor,
; Pentium III Xeon processor, Pentium 4 processors and
; Intel(R) Xeon(TM) processors.
;
; NOTE: When using this code with C program cpuid3.c, 32-bit
; segments are recommended.
;
; To assemble this code with TASM, add the JUMPS directive.
; jumps ; Uncomment this line for TASM
;
; TITLE cpuid3a
;
; comment this line for 32-bit segments
;
DOSSEG
;
; uncomment the following 2 lines for 32-bit segments
;
; .386

```

```

;      .model    flat
;
;      comment this line for 32-bit segments
;
;      .model    small

CPU_ID MACRO
    db      0fh                      ; Hardcoded CPUID instruction
    db      0a2h
ENDM

.data
    public  _cpu_type
    public  _fpu_type
    public  _v86_flag
    public  _cpuid_flag
    public  _intel_CPU
    public  _vendor_id
    public  _cpu_signature
    public  _features_ecx
    public  _features_edx
    public  _features_ebx
    public  _cache_eax
    public  _cache_ebx
    public  _cache_ecx
    public  _cache_edx
    public  _sep_flag
    public  _brand_string

    _cpu_type      db      0
    _fpu_type      db      0
    _v86_flag      db      0
    _cpuid_flag    db      0
    _intel_CPU     db      0
    _sep_flag      db      0
    _vendor_id     db      "-----"
    intel_id       db      "GenuineIntel"
    _cpu_signature dd      0
    _features_ecx  dd      0
    _features_edx  dd      0
    _features_ebx  dd      0
    _cache_eax     dd      0
    _cache_ebx     dd      0
    _cache_ecx     dd      0
    _cache_edx     dd      0
    fp_status      dw      0
    _brand_string  db      48 dup (0)

.code
;
;      comment this line for 32-bit segments
;
;      .8086
;
;      uncomment this line for 32-bit segments
;
;      .386

;*****
;      public  _get_cpu_type
;      _get_cpu_type  proc

```

```

;      This procedure determines the type of processor in a system
;      and sets the _cpu_type variable with the appropriate
;      value. If the CUID instruction is available, it is used
;      to determine more specific details about the processor.
;      All registers are used by this procedure, none are preserved.
;      To avoid AC faults, the AM bit in CR0 must not be set.

;      Intel 8086 processor check
;      Bits 12-15 of the FLAGS register are always set on the
;      8086 processor.

;
;      For 32-bit segments comment the following lines down to the next
;      comment line that says "STOP"
;
check_8086:
    pushf                ; push original FLAGS
    pop     ax            ; get original FLAGS
    mov     cx, ax        ; save original FLAGS
    and     ax, 0fffh     ; clear bits 12-15 in FLAGS
    push    ax            ; save new FLAGS value on stack
    popf                ; replace current FLAGS value
    pushf                ; get new FLAGS
    pop     ax            ; store new FLAGS in AX
    and     ax, 0f000h    ; if bits 12-15 are set, then
    cmp     ax, 0f000h    ; processor is an 8086/8088
    mov     _cpu_type, 0  ; turn on 8086/8088 flag
    jne     check_80286   ; go check for 80286
    push    sp            ; double check with push sp
    pop     dx            ; if value pushed was different
    cmp     dx, sp        ; means it's really an 8086
    jne     end_cpu_type  ; jump if processor is 8086/8088
    mov     _cpu_type, 10h ; indicate unknown processor
    jmp     end_cpu_type

;      Intel 286 processor check
;      Bits 12-15 of the FLAGS register are always clear on the
;      Intel 286 processor in real-address mode.

.286
check_80286:
    smsw    ax            ; save machine status word
    and     ax, 1          ; isolate PE bit of MSW
    mov     _v86_flag, al  ; save PE bit to indicate V86

    or      cx, 0f000h    ; try to set bits 12-15
    push    cx            ; save new FLAGS value on stack
    popf                ; replace current FLAGS value
    pushf                ; get new FLAGS
    pop     ax            ; store new FLAGS in AX
    and     ax, 0f000h    ; if bits 12-15 are clear
    mov     _cpu_type, 2  ; processor=80286, turn on 80286 flag
    jz      end_cpu_type  ; jump if processor is 80286

;      Intel386 processor check
;      The AC bit, bit #18, is a new bit introduced in the EFLAGS
;      register on the Intel486 processor to generate alignment
;      faults.
;      This bit cannot be set on the Intel386 processor.

```

```
.386
;
;      "STOP"
;
;
;                                     ; it is safe to use 386 instructions
check_80386:
    pushfd                            ; push original EFLAGS
    pop     eax                        ; get original EFLAGS
    mov     ecx, eax                  ; save original EFLAGS
    xor     eax, 40000h               ; flip AC bit in EFLAGS
    push    eax                       ; save new EFLAGS value on stack
    popfd   ; replace current EFLAGS value
    pushfd   ; get new EFLAGS
    pop     eax                       ; store new EFLAGS in EAX
    xor     eax, ecx                  ; can't toggle AC bit, processor=80386
    mov     _cpu_type, 3              ; turn on 80386 processor flag
    jz      end_cpu_type              ; jump if 80386 processor
    push    ecx                       ; restore AC bit in EFLAGS first
    popfd

;      Intel486 processor check
;      Checking for ability to set/clear ID flag (Bit 21) in EFLAGS
;      which indicates the presence of a processor with the CUID
;      instruction.

.486
check_80486:
    mov     _cpu_type, 4              ; turn on 80486 processor flag
    mov     eax, ecx                  ; get original EFLAGS
    xor     eax, 200000h              ; flip ID bit in EFLAGS
    push    eax                       ; save new EFLAGS value on stack
    popfd   ; replace current EFLAGS value
    pushfd   ; get new EFLAGS
    pop     eax                       ; store new EFLAGS in EAX
    xor     eax, ecx                  ; can't toggle ID bit,
    je      end_cpu_type              ; processor=80486

;      Execute CUID instruction to determine vendor, family,
;      model, stepping and features. For the purpose of this
;      code, only the initial set of CUID information is saved.

    mov     _cuid_flag, 1             ; flag indicating use of CUID inst.
    push    ebx                       ; save registers
    push    esi
    push    edi
    mov     eax, 0                    ; set up for CUID instruction
    CUID   ; get and save vendor ID

    mov     dword ptr _vendor_id, ebx
    mov     dword ptr _vendor_id[+4], edx
    mov     dword ptr _vendor_id[+8], ecx

    cmp     dword ptr intel_id, ebx
    jne     end_cuid_type
    cmp     dword ptr intel_id[+4], edx
    jne     end_cuid_type
    cmp     dword ptr intel_id[+8], ecx
    jne     end_cuid_type              ; if not equal, not an Intel processor

    mov     _intel_CPU, 1              ; indicate an Intel processor
    cmp     eax, 1                    ; make sure 1 is valid input for CUID
```

```

    jl      end_cpuid_type          ; if not, jump to end
    mov     eax, 1
CPU_ID    ; get family/model/stepping/features
    mov     _cpu_signature, eax
    mov     _features_ebx, ebx
    mov     _features_edx, edx
    mov     _features_ecx, ecx

    shr     eax, 8                  ; isolate family
    and     eax, 0fh
    mov     _cpu_type, al          ; set _cpu_type with family

;
; Execute CPUID instruction to determine the cache descriptor
; information.

    mov     eax, 0                  ; set up to check the EAX value
CPU_ID
    cmp     ax, 2                  ; Are cache descriptors supported?
    jl      end_cpuid_type

    mov     eax, 2                  ; set up to read cache descriptor
CPU_ID
    cmp     al, 1                  ; Is one iteration enough to obtain
    jne     end_cpuid_type         ; cache information?
                                    ; This code supports one iteration
                                    ; only.
    mov     _cache_eax, eax        ; store cache information
    mov     _cache_ebx, ebx        ; NOTE: for future processors, CPUID
    mov     _cache_ecx, ecx        ; instruction may need to be run more
    mov     _cache_edx, edx        ; than once to get complete cache
                                    ; information

    mov     eax, 80000000h         ; check if brand string is supported
CPU_ID
    cmp     eax, 80000000h
    jbe     end_cpuid_type         ; take jump if not supported

    mov     di, offset _brand_string

    mov     eax, 80000002h         ; get first 16 bytes of brand string
CPU_ID
    mov     dword ptr [di], eax    ; save bytes 0 .. 15
    mov     dword ptr [di+4], ebx
    mov     dword ptr [di+8], ecx
    mov     dword ptr [di+12], edx
    add     di, 16

    mov     eax, 80000003h
CPU_ID
    mov     dword ptr [di], eax    ; save bytes 16 .. 31
    mov     dword ptr [di+4], ebx
    mov     dword ptr [di+8], ecx
    mov     dword ptr [di+12], edx
    add     di, 16

    mov     eax, 80000004h
CPU_ID
    mov     dword ptr [di], eax    ; save bytes 32 .. 47
    mov     dword ptr [di+4], ebx
    mov     dword ptr [di+8], ecx
    mov     dword ptr [di+12], edx

```



```

end_cpuid_type:
    pop     edi                ; restore registers
    pop     esi
    pop     ebx
;
;    comment this line for 32-bit segments
;
.8086
end_cpu_type:
    ret
_get_cpu_type    endp

;*****
;
;    public    _get_fpu_type
;    _get_fpu_type    proc
;
;    This procedure determines the type of FPU in a system
;    and sets the _fpu_type variable with the appropriate value.
;    All registers are used by this procedure, none are preserved.
;
;    Coprocessor check
;    The algorithm is to determine whether the floating-point
;    status and control words are present. If not, no
;    coprocessor exists. If the status and control words can
;    be saved, the correct coprocessor is then determined
;    depending on the processor type. The Intel386 processor can
;    work with either an Intel287 NDP or an Intel387 NDP.
;    The infinity of the coprocessor must be checked to determine
;    the correct coprocessor type.
;
;    fninit                ; reset FP status word
;    mov     fp_status, 5a5ah    ; initialize temp word to non-zero
;    fnstsw    fp_status        ; save FP status word
;    mov     ax, fp_status      ; check FP status word
;    cmp     al, 0              ; was correct status written
;    mov     _fpu_type, 0        ; no FPU present
;    jne     end_fpu_type
;
;    check_control_word:
;    fnstcw    fp_status        ; save FP control word
;    mov     ax, fp_status      ; check FP control word
;    and     ax, 103fh          ; selected parts to examine
;    cmp     ax, 3fh            ; was control word correct
;    mov     _fpu_type, 0
;    jne     end_fpu_type        ; incorrect control word, no FPU
;    mov     _fpu_type, 1
;
;    80287/80387 check for the Intel386 processor
;
;    check_infinity:
;    cmp     _cpu_type, 3
;    jne     end_fpu_type
;    fldl                ; must use default control from FNINIT
;    fldz                ; form infinity
;    fdiv                ; 8087/Intel287 NDP say +inf = -inf
;    fld     st            ; form negative infinity
;    fchs                ; Intel387 NDP says +inf <> -inf
;    fcompp                ; see if they are the same
;    fstsw    fp_status        ; look at status from FCOMPP

```

```
        mov     ax, fp_status
        mov     _fpu_type, 2           ; store Intel287 NDP for FPU type
        sahf
        jz      end_fpu_type          ; see if infinities matched
        mov     _fpu_type, 3          ; jump if 8087 or Intel287 is present
end_fpu_type:
        ret
_get_fpu_type     endp
end
```

**Example 2. Processor Identification Procedure in Assembly Language**

```

;      Filename: cpuid3b.asm
;      Copyright (c) Intel Corporation 1993-2002
;
;      This program has been developed by Intel Corporation. Intel
;      has various intellectual property rights which it may assert
;      under certain circumstances, such as if another
;      manufacturer's processor mis-identifies itself as being
;      "GenuineIntel" when the CPUID instruction is executed.
;
;      Intel specifically disclaims all warranties, express or
;      implied, and all liability, including consequential and
;      other indirect damages, for the use of this program,
;      including liability for infringement of any proprietary
;      rights, and including the warranties of merchantability and
;      fitness for a particular purpose. Intel does not assume any
;      responsibility for any errors which may appear in this
;      program nor any responsibility to update it.
;
;      This program contains three parts:
;      Part 1:  Identifies processor type in the variable
;               _cpu_type:
;
;      Part 2:  Identifies FPU type in the variable _fpu_type:
;
;      Part 3:  Prints out the appropriate message. This part is
;               specific to the DOS environment and uses the DOS
;               system calls to print out the messages.
;
;      This program has been tested with the Microsoft Developer Studio. If
;      this code is assembled with no options specified and linked
;      with the cpuid3a module, it correctly identifies the current
;      Intel 8086/8088, 80286, 80386, 80486, Pentium(R), Pentium(R) Pro,
;      Pentium(R) II processors, Pentium(R) II Xeon(TM) processors, Pentium(R) II
;      Overdrive(R) processors, Intel(R) Celeron(R) processors, Pentium(R) III
;      processors, Pentium(R) III Xeon(TM) processors, Pentium(R) 4 processors
;      and Intel(R) Xeon(TM) processors DP and MP when executed in the real-address mode.
;
; NOTE: This code is written using 16-bit Segments

;      To assemble this code with TASM, add the JUMPS directive.
;      jumps                                ; Uncomment this line for TASM

      TITLE    cpuid3b

DOSSEG
.model    small

.stack    100h

OP_O      MACRO
db        66h                                ; hardcoded operand override
ENDM

.data

      extrn      _cpu_type:      byte
      extrn      _fpu_type:      byte
      extrn      _cpuid_flag:    byte
      extrn      _intel_CPU:     byte

```

```

        extrn      _vendor_id:      byte
        extrn      _cpu_signature:  dword
        extrn      _features_ecx:   dword
        extrn      _features_edx:   dword
        extrn      _features_ebx:   dword
        extrn      _cache_eax:      dword
        extrn      _cache_ebx:      dword
        extrn      _cache_ecx:      dword
        extrn      _cache_edx:      dword
        extrn      _brand_string:   byte

;      The purpose of this code is to identify the processor and
;      coprocessor that is currently in the system.  The program
;      first determines the processor type.  Then it determines
;      whether a coprocessor exists in the system.  If a
;      coprocessor or integrated coprocessor exists, the program
;      identifies the coprocessor type.  The program then prints
;      the processor and floating point processors present and type.

.code
.8086
start:
        mov     ax, @data
        mov     ds, ax                ; set segment register
        mov     es, ax                ; set segment register
        and     sp, not 3             ; align stack to avoid AC fault
        call    _get_cpu_type         ; determine processor type
        call    _get_fpu_type
        call    print

        mov     ax, 4c00h
        int     21h

;*****
;
        extrn    _get_cpu_type: proc

;*****
;
        extrn    _get_fpu_type: proc

;*****
;

FPU_FLAG      equ 0001h
VME_FLAG      equ 0002h
DE_FLAG       equ 0004h
PSE_FLAG      equ 0008h
TSC_FLAG      equ 0010h
MSR_FLAG      equ 0020h
PAE_FLAG      equ 0040h
MCE_FLAG      equ 0080h
CX8_FLAG      equ 0100h
APIC_FLAG     equ 0200h
SEP_FLAG      equ 0800h
MTRR_FLAG     equ 1000h
PGE_FLAG      equ 2000h
MCA_FLAG      equ 4000h
CMOV_FLAG     equ 8000h
PAT_FLAG      equ 10000h
PSE36_FLAG    equ 20000h
PSNUM_FLAG    equ 40000h

```

```

CLFLUSH_FLAG      equ 80000h
DTS_FLAG          equ 200000h
ACPI_FLAG         equ 400000h
MMX_FLAG          equ 800000h
FXSR_FLAG         equ 1000000h
SSE_FLAG          equ 2000000h
SSE2_FLAG         equ 4000000h
SS_FLAG           equ 8000000h
HTT_FLAG          equ 10000000h
TM_FLAG           equ 20000000h

.data
id_msg            db      "This system has a$"
cp_error          db      "n unknown processor$"
cp_8086           db      "n 8086/8088 processor$"
cp_286            db      "n 80286 processor$"
cp_386            db      "n 80386 processor$"

cp_486            db      "n 80486DX, 80486DX2 processor or"
                  db      " 80487SX math coprocessor$"
cp_486sx          db      "n 80486SX processor$"

fp_8087           db      " and an 8087 math coprocessor$"
fp_287            db      " and an 80287 math coprocessor$"
fp_387            db      " and an 80387 math coprocessor$"

intel486_msg      db      " Genuine Intel486(TM) processor$"
intel486dx_msg    db      " Genuine Intel486(TM) DX processor$"
intel486sx_msg    db      " Genuine Intel486(TM) SX processor$"
inteldx2_msg      db      " Genuine IntelDX2(TM) processor$"
intelsx2_msg      db      " Genuine IntelSX2(TM) processor$"
inteldx4_msg      db      " Genuine IntelDX4(TM) processor$"
inteldx2wb_msg    db      " Genuine Write-Back Enhanced"
                  db      " IntelDX2(TM) processor$"
pentium_msg       db      " Genuine Intel(R) Pentium(R) processor$"
pentiumpro_msg    db      " Genuine Intel Pentium(R) Pro processor$"

pentiumiimodel3_msg db      " Genuine Intel(R) Pentium(R) II processor, model 3$"
pentiumiixeon_m5_msg db      " Genuine Intel(R) Pentium(R) II processor, model 5 or Intel(R) Pentium(R) II
Xeon(TM) processor$"
pentiumiixeon_msg db      " Genuine Intel(R) Pentium(R) II Xeon(TM) processor$"
celeron_msg       db      " Genuine Intel(R) Celeron(R) processor, model 5$"
celeronmodel6_msg db      " Genuine Intel(R) Celeron(R) processor, model 6$"
celeron_brand     db      " Genuine Intel(R) Celeron(R) processor$"
pentiumiii_msg    db      " Genuine Intel(R) Pentium(R) III processor, model 7 or Intel Pentium(R) III Xeon(TM)
processor, model 7$"
pentiumiiixeon_msg db      " Genuine Intel(R) Pentium(R) III Xeon(TM) processor, model 7$"
pentiumiiixeon_brand db      " Genuine Intel(R) Pentium(R) III Xeon(TM) processor$"
pentiumiii_brand  db      " Genuine Intel(R) Pentium(R) III processor$"
mobile_piii_brand db      " Genuine Mobile Intel(R) Pentium(R) III Processor-M$"
mobile_icp_brand  db      " Genuine Mobile Intel(R) Celeron(R) processor$"
pentium4_brand    db      " Genuine Intel(R) Pentium(R) 4 processor$"
xeon_brand        db      " Genuine Intel(R) Xeon(TM) processor$"
xeon_mp_brand     db      " Genuine Intel(R) Xeon(TM) processor MP$"
unknown_msg       db      "n unknown Genuine Intel(R) processor$"

brand_entry       struct
    brand_value    db      ?
    brand_string    dw      ?
brand_entry       ends

```

|             |             |                                    |
|-------------|-------------|------------------------------------|
| brand_table | brand_entry | <01h, offset celeron_brand>        |
|             | brand_entry | <02h, offset pentiumiii_brand>     |
|             | brand_entry | <03h, offset pentiumiiixeon_brand> |
|             | brand_entry | <04h, offset pentiumiii_brand>     |
|             | brand_entry | <06h, offset mobile_piii_brand>    |
|             | brand_entry | <07h, offset mobile_icp_brand>     |
|             | brand_entry | <08h, offset pentium4_brand>       |
|             | brand_entry | <09h, offset pentium4_brand>       |
|             | brand_entry | <0Bh, offset xeon_brand>           |
|             | brand_entry | <0Eh, offset xeon_brand>           |

brand\_table\_size    equ    (\$ - offset brand\_table) / (sizeof brand\_entry)

; The following 16 entries must stay intact as an array

|             |    |                       |
|-------------|----|-----------------------|
| intel_486_0 | dw | offset intel486dx_msg |
| intel_486_1 | dw | offset intel486dx_msg |
| intel_486_2 | dw | offset intel486sx_msg |
| intel_486_3 | dw | offset inteldx2_msg   |
| intel_486_4 | dw | offset intel486_msg   |
| intel_486_5 | dw | offset intelsx2_msg   |
| intel_486_6 | dw | offset intel486_msg   |
| intel_486_7 | dw | offset inteldx2wb_msg |
| intel_486_8 | dw | offset inteldx4_msg   |
| intel_486_9 | dw | offset intel486_msg   |
| intel_486_a | dw | offset intel486_msg   |
| intel_486_b | dw | offset intel486_msg   |
| intel_486_c | dw | offset intel486_msg   |
| intel_486_d | dw | offset intel486_msg   |
| intel_486_e | dw | offset intel486_msg   |
| intel_486_f | dw | offset intel486_msg   |

; end of array

|              |    |   |
|--------------|----|---|
| family_msg   | db | 13,10,"Processor Family: \$"              |
| model_msg    | db | 13,10,"Model:        \$"                  |
| stepping_msg | db | 13,10,"Stepping:     \$"                  |
| ext_fam_msg  | db | 13,10," Extended Family: \$"              |
| ext_mod_msg  | db | 13,10," Extended Model: \$"               |
| cr_lf        | db | 13,10,"\$"                                |
| turbo_msg    | db | 13,10,"The processor is an OverDrive(R)"  |
|              | db | " processor\$"                            |
| dp_msg       | db | 13,10,"The processor is the upgrade"      |
|              | db | " processor in a dual processor system\$" |
| fpu_msg      | db | 13,10,"The processor contains an on-chip" |
|              | db | " FPU\$"                                  |
| vme_msg      | db | 13,10,"The processor supports Virtual"    |
|              | db | " Mode Extensions\$"                      |
| de_msg       | db | 13,10,"The processor supports Debugging"  |
|              | db | " Extensions\$"                           |
| pse_msg      | db | 13,10,"The processor supports Page Size"  |
|              | db | " Extensions\$"                           |
| tsc_msg      | db | 13,10,"The processor supports Time Stamp" |
|              | db | " Counter\$"                              |
| msr_msg      | db | 13,10,"The processor supports Model"      |
|              | db | " Specific Registers\$"                   |
| pae_msg      | db | 13,10,"The processor supports Physical"   |
|              | db | " Address Extensions\$"                   |
| mce_msg      | db | 13,10,"The processor supports Machine"    |
|              | db | " Check Exceptions\$"                     |
| cx8_msg      | db | 13,10,"The processor supports the"        |
|              | db | " CMPXCHG8B instruction\$"                |
| apic_msg     | db | 13,10,"The processor contains an on-chip" |

```

sep_msg      db      " APIC$"
              db      13,10,"The processor supports Fast System"
              db      " Call$"
no_sep_msg    db      13,10,"The processor does not support Fast"
              db      " System Call$"
mtrr_msg      db      13,10,"The processor supports Memory Type"
              db      " Range Registers$"
pge_msg       db      13,10,"The processor supports Page Global"
              db      " Enable$"
mca_msg       db      13,10,"The processor supports Machine"
              db      " Check Architecture$"
cmov_msg      db      13,10,"The processor supports Conditional"
              db      " Move Instruction$"
pat_msg       db      13,10,"The processor supports Page Attribute"
              db      " Table$"
pse36_msg     db      13,10,"The processor supports 36-bit Page"
              db      " Size Extension$"
psnum_msg     db      13,10,"The processor supports the"
              db      " processor serial number$"
clflush_msg   db      13,10,"The processor supports the"
              db      " CLFLUSH instruction$"
dts_msg       db      13,10,"The processor supports the"
              db      " Debug Trace Store feature$"
acpi_msg      db      13,10,"The processor supports the"
              db      " ACPI registers in MSR space$"
mmx_msg       db      13,10,"The processor supports Intel Architecture"
              db      " MMX(TM) Technology$"
fxsr_msg      db      13,10,"The processor supports Fast floating point"
              db      " save and restore$"
sse_msg       db      13,10,"The processor supports the Streaming"
              db      " SIMD extensions$"
sse2_msg      db      13,10,"The processor supports the Streaming"
              db      " SIMD extensions 2 instructions$"
ss_msg        db      13,10,"The processor supports Self-Snoop$"
htt_msg       db      13,10,"The processor supports Hyper-Threading Technology$"
tm_msg        db      13,10,"The processor supports the"
              db      " Thermal Monitor$"

not_intel     db      "t least an 80486 processor."
              db      13,10,"It does not contain a Genuine"
              db      "Intel part and as a result,"
              db      "the",13,10,"CPUID"
              db      " detection information cannot be"
              db      " determined at this time.$"

```

```

ASC_MSG      MACRO msg
              LOCAL ascii_done          ; local label
              add     al, 30h
              cmp     al, 39h           ; is it 0-9?
              jle     ascii_done
              add     al, 07h
ascii_done:
              mov     byte ptr msg[20], al
              mov     dx, offset msg
              mov     ah, 9h
              int     21h
ENDM

```

```

.code
.8086

```

```

print    proc

;      This procedure prints the appropriate cpuid string and
;      numeric processor presence status.  If the CPUID instruction
;      was used, this procedure prints out the CPUID info.
;      All registers are used by this procedure, none are
;      preserved.

        mov     dx, offset id_msg           ; print initial message
        mov     ah, 9h
        int     21h

        cmp     _cpuid_flag, 1             ; if set to 1, processor
                                           ; supports CPUID instruction
        je      print_cpuid_data          ; print detailed CPUID info

print_86:
        cmp     _cpu_type, 0
        jne     print_286
        mov     dx, offset cp_8086
        mov     ah, 9h
        int     21h
        cmp     _fpu_type, 0
        je      end_print
        mov     dx, offset fp_8087
        mov     ah, 9h
        int     21h
        jmp     end_print

print_286:
        cmp     _cpu_type, 2
        jne     print_386
        mov     dx, offset cp_286
        mov     ah, 9h
        int     21h
        cmp     _fpu_type, 0
        je      end_print

print_287:
        mov     dx, offset fp_287
        mov     ah, 9h
        int     21h
        jmp     end_print

print_386:
        cmp     _cpu_type, 3
        jne     print_486
        mov     dx, offset cp_386
        mov     ah, 9h
        int     21h
        cmp     _fpu_type, 0
        je      end_print
        cmp     _fpu_type, 2
        je      print_287
        mov     dx, offset fp_387
        mov     ah, 9h
        int     21h
        jmp     end_print

print_486:
        cmp     _cpu_type, 4

```



```

    jne    print_unknown      ; Intel processors will have
    mov    dx, offset cp_486sx ; CPUID instruction
    cmp    _fpu_type, 0
    je     print_486sx
    mov    dx, offset cp_486

print_486sx:
    mov    ah, 9h
    int    21h
    jmp    end_print

print_unknown:
    mov    dx, offset cp_error
    jmp    print_486sx

print_cpuid_data:
.486
    cmp    _intel_CPU, 1      ; check for genuine Intel
    jne    not_GenuineIntel   ; processor

    mov    di, offset _brand_string ; brand string supported?
    cmp    byte ptr [di], 0
    je     print_brand_id

    mov    cx, 47              ; max brand string length

skip_spaces:
    cmp    byte ptr [di], ' '  ; skip leading space chars
    jne    print_brand_string

    inc    di
    loop   skip_spaces

print_brand_string:
    cmp    cx, 0               ; Nothing to print
    je     print_brand_id
    cmp    byte ptr [di], 0
    je     print_brand_id

print_brand_char:
    mov    dl, [di]            ; print upto the max chars
    mov    ah, 2
    int    21h

    inc    di
    cmp    byte ptr [di], 0
    je     print_family
    loop   print_brand_char
    jmp    print_family

print_brand_id:
    cmp    _cpu_type, 6
    jb     print_486_type
    ja     print_pentiumiii_model8_type

    mov    eax, dword ptr _cpu_signature
    shr    eax, 4
    and    al, 0fh
    cmp    al, 8
    jae    print_pentiumiii_model8_type

```

```

print_486_type:
    cmp     _cpu_type, 4           ; if 4, print 80486 processor
    jne     print_pentium_type
    mov     eax, dword ptr _cpu_signature
    shr     eax, 4
    and     eax, 0fh              ; isolate model
    mov     dx, intel_486_0[eax*2]
    jmp     print_common

print_pentium_type:
    cmp     _cpu_type, 5           ; if 5, print Pentium processor
    jne     print_pentiumpro_type
    mov     dx, offset pentium_msg
    jmp     print_common

print_pentiumpro_type:
    cmp     _cpu_type, 6           ; if 6 & model 1, print Pentium
                                   ; Pro processor
    jne     print_unknown_type
    mov     eax, dword ptr _cpu_signature
    shr     eax, 4
    and     eax, 0fh              ; isolate model
    cmp     eax, 3
    jge     print_pentiumiimodel3_type
    cmp     eax, 1
    jne     print_unknown_type    ; incorrect model number = 2
    mov     dx, offset pentiumpro_msg
    jmp     print_common

print_pentiumiimodel3_type:
    cmp     eax, 3                 ; if 6 & model 3, print Pentium
                                   ; II processor, model 3
    jne     print_pentiumiimodel5_type
    mov     dx, offset pentiumiimodel3_msg
    jmp     print_common

print_pentiumiimodel5_type:
    cmp     eax, 5                 ; if 6 & model 5, either Pentium
                                   ; II processor, model 5, Pentium II
                                   ; Xeon processor or Intel Celeron
                                   ; processor, model 5
    je      celeron_xeon_detect

    cmp     eax, 7                 ; If model 7 check cache descriptors
                                   ; to determine Pentium III or Pentium III Xeon
    jne     print_celeronmodel6_type
celeron_xeon_detect:

; Is it Pentium II processor, model 5, Pentium II Xeon processor, Intel Celeron processor,
; Pentium III processor or Pentium III Xeon processor.

    mov     eax, dword ptr _cache_eax
    rol     eax, 8
    mov     cx, 3

celeron_detect_eax:
    cmp     al, 40h                ; Is it no L2
    je      print_celeron_type
    cmp     al, 44h                ; Is L2 >= 1M
    jae     print_pentiumiixeon_type

```

```

        rol     eax, 8
        loop    celeron_detect_eax

        mov     eax, dword ptr _cache_ebx
        mov     cx, 4

celeron_detect_ebx:
        cmp     al, 40h                ; Is it no L2
        je      print_celeron_type
        cmp     al, 44h                ; Is L2 >= 1M
        jae     print_pentiumiixeon_type

        rol     eax, 8
        loop    celeron_detect_ebx

        mov     eax, dword ptr _cache_ecx
        mov     cx, 4

celeron_detect_ecx:
        cmp     al, 40h                ; Is it no L2
        je      print_celeron_type
        cmp     al, 44h                ; Is L2 >= 1M
        jae     print_pentiumiixeon_type

        rol     eax, 8
        loop    celeron_detect_ecx

        mov     eax, dword ptr _cache_edx
        mov     cx, 4

celeron_detect_edx:
        cmp     al, 40h                ; Is it no L2
        je      print_celeron_type
        cmp     al, 44h                ; Is L2 >= 1M
        jae     print_pentiumiixeon_type

        rol     eax, 8
        loop    celeron_detect_edx

        mov     dx, offset pentiumiixeon_m5_msg
        mov     eax, dword ptr _cpu_signature
        shr     eax, 4
        and     eax, 0fh                ; isolate model
        cmp     eax, 5
        je      print_common
        mov     dx, offset pentiumiii_msg
        jmp     print_common

print_celeron_type:
        mov     dx, offset celeron_msg
        jmp     print_common

print_pentiumiixeon_type:
        mov     dx, offset pentiumiixeon_msg
        mov     ax, word ptr _cpu_signature
        shr     ax, 4
        and     eax, 0fh                ; isolate model
        cmp     eax, 5
        je      print_common
        mov     dx, offset pentiumiixeon_msg
        jmp     print_common

```

```

print_celeronmodel6_type:
    cmp     eax, 6                ; if 6 & model 6, print Intel Celeron
                                   ; processor, model 6
    jne     print_pentiumiii_model8_type
    mov     dx, offset celeronmodel6_msg
    jmp     print_common

print_pentiumiii_model8_type:
    cmp     eax, 8                ; Pentium III processor, model 8, or
                                   ; Pentium III Xeon processor, model 8
    jb      print_unknown_type

    mov     eax, dword ptr _features_ebx
    cmp     al, 0                 ; Is brand_id supported?
    je      print_unknown_type

    mov     di, offset brand_table ; Setup pointer to brand_id table
    mov     cx, brand_table_size  ; Get maximum entry count

next_brand:
    cmp     al, byte ptr [di]      ; Is this the brand reported by the processor
    je      brand_found

    add     di, sizeof brand_entry ; Point to next Brand Defined
    loop    next_brand            ; Check next brand if the table is not exhausted
    jmp     print_unknown_type

brand_found:
    mov     eax, dword ptr _cpu_signature
    cmp     eax, 06B1h            ; Check for Pentium III, model B, stepping 1
    jne     not_b1_celeron

    mov     dx, offset celeron_brand ; Assume this is a the special case (see Table 9)
    cmp     byte ptr [di], 3       ; Is this a B1 Celeron?
    je      print_common

not_b1_celeron:
    cmp     eax, 0F13h
    jae     not_xeon_mp

    mov     dx, offset xeon_mp_brand
    cmp     byte ptr [di], 0Bh
    je      print_common

not_xeon_mp:
    mov     dx, word ptr [di+1]    ; Load DX with the offset of the brand string
    jmp     print_common

print_unknown_type:
    mov     dx, offset unknown_msg ; if neither, print unknown

print_common:
    mov     ah, 9h
    int     21h

; print family, model, and stepping
print_family:
    mov     al, _cpu_type
    ASC_MSG     family_msg        ; print family msg

    mov     eax, dword ptr _cpu_signature

```

```

    and    ah, 0fh                ; Check for Extended Family
    cmp    ah, 0fh
    jne    print_model
    mov    dx, offset ext_fam_msg
    mov    ah, 9h
    int    21h
    shr    eax, 20
    mov    ah, al                ; Copy extended family into ah
    shr    al, 4
    and    ax, 0f0fh
    add    ah, '0'                ; Convert upper nibble to ascii
    add    al, '0'                ; Convert lower nibble to ascii
    push   ax
    mov    dl, al
    mov    ah, 2
    int    21h                ; print upper nibble of ext family
    pop    ax
    mov    dl, ah
    mov    ah, 2
    int    21h                ; print lower nibble of ext family

print_model:
    mov    eax, dword ptr _cpu_signature
    shr    ax, 4
    and    al, 0fh
    ASC_MSG    model_msg        ; print model msg

    mov    eax, dword ptr _cpu_signature
    and    al, 0f0h                ; Check for Extended Model
    cmp    ah, 0f0h
    jne    print_stepping
    mov    dx, offset ext_mod_msg
    mov    ah, 9h
    int    21h
    shr    eax, 16
    and    al, 0fh
    add    al, '0'                ; Convert extended model to ascii
    mov    dl, al
    mov    ah, 2
    int    21h                ; print lower nibble of ext family

print_stepping:
    mov    eax, dword ptr _cpu_signature
    and    al, 0fh
    ASC_MSG    stepping_msg      ; print stepping msg

print_upgrade:
    mov    eax, dword ptr _cpu_signature
    test   ax, 1000h                ; check for turbo upgrade
    jz     check_dp
    mov    dx, offset turbo_msg
    mov    ah, 9h
    int    21h
    jmp    print_features

check_dp:
    test   ax, 2000h                ; check for dual processor
    jz     print_features
    mov    dx, offset dp_msg
    mov    ah, 9h
    int    21h

```

```

print_features:
    mov     eax, dword ptr _features_edx
    and     eax, FPU_FLAG           ; check for FPU
    jz      check_VME
    mov     dx, offset fpu_msg
    mov     ah, 9h
    int     21h

check_VME:
    mov     eax, dword ptr _features_edx
    and     eax, VME_FLAG           ; check for VME
    jz      check_DE
    mov     dx, offset vme_msg
    mov     ah, 9h
    int     21h

check_DE:
    mov     eax, dword ptr _features_edx
    and     eax, DE_FLAG            ; check for DE
    jz      check_PSE
    mov     dx, offset de_msg
    mov     ah, 9h
    int     21h

check_PSE:
    mov     eax, dword ptr _features_edx
    and     eax, PSE_FLAG           ; check for PSE
    jz      check_TSC
    mov     dx, offset pse_msg
    mov     ah, 9h
    int     21h

check_TSC:
    mov     eax, dword ptr _features_edx
    and     eax, TSC_FLAG           ; check for TSC
    jz      check_MSR
    mov     dx, offset tsc_msg
    mov     ah, 9h
    int     21h

check_MSR:
    mov     eax, dword ptr _features_edx
    and     eax, MSR_FLAG           ; check for MSR
    jz      check_PAE
    mov     dx, offset msr_msg
    mov     ah, 9h
    int     21h

check_PAE:
    mov     eax, dword ptr _features_edx
    and     eax, PAE_FLAG           ; check for PAE
    jz      check_MCE
    mov     dx, offset pae_msg
    mov     ah, 9h
    int     21h

check_MCE:
    mov     eax, dword ptr _features_edx
    and     eax, MCE_FLAG           ; check for MCE
    jz      check_CX8

```

```

        mov     dx, offset mce_msg
        mov     ah, 9h
        int     21h

check_CX8:
        mov     eax, dword ptr _features_edx
        and     eax, CX8_FLAG           ; check for CMPXCHG8B
        jz      check_APIC
        mov     dx, offset cx8_msg
        mov     ah, 9h
        int     21h

check_APIC:
        mov     eax, dword ptr _features_edx
        and     eax, APIC_FLAG          ; check for APIC
        jz      check_SEP
        mov     dx, offset apic_msg
        mov     ah, 9h
        int     21h

check_SEP:
        mov     eax, dword ptr _features_edx
        and     eax, SEP_FLAG           ; Check for Fast System Call
        jz      check_MTRR

        cmp     _cpu_type, 6            ; Determine if Fast System
        jne     print_sep               ; Calls are supported.

        mov     eax, dword ptr _cpu_signature
        cmp     al, 33h
        jb      print_no_sep

print_sep:
        mov     dx, offset sep_msg
        mov     ah, 9h
        int     21h
        jmp     check_MTRR

print_no_sep:
        mov     dx, offset no_sep_msg
        mov     ah, 9h
        int     21h

check_MTRR:
        mov     eax, dword ptr _features_edx
        and     eax, MTRR_FLAG          ; check for MTRR
        jz      check_PGE
        mov     dx, offset mtrr_msg
        mov     ah, 9h
        int     21h

check_PGE:
        mov     eax, dword ptr _features_edx
        and     eax, PGE_FLAG           ; check for PGE
        jz      check_MCA
        mov     dx, offset pge_msg
        mov     ah, 9h
        int     21h

check_MCA:
        mov     eax, dword ptr _features_edx

```

```

    and     eax, MCA_FLAG           ; check for MCA
    jz      check_CMOV
    mov     dx, offset mca_msg
    mov     ah, 9h
    int     21h

check_CMOV:
    mov     eax, dword ptr _features_edx
    and     eax, CMOV_FLAG         ; check for CMOV
    jz      check_PAT
    mov     dx, offset cmov_msg
    mov     ah, 9h
    int     21h

check_PAT:
    mov     eax, dword ptr _features_edx
    and     eax, PAT_FLAG
    jz      check_PSE36
    mov     dx, offset pat_msg
    mov     ah, 9h
    int     21h

check_PSE36:
    mov     eax, dword ptr _features_edx
    and     eax, PSE36_FLAG
    jz      check_PSNUM
    mov     dx, offset pse36_msg
    mov     ah, 9h
    int     21h

check_PSNUM:
    mov     eax, dword ptr _features_edx
    and     eax, PSNUM_FLAG        ; check for processor serial number
    jz      check_CLFLUSH
    mov     dx, offset psnum_msg
    mov     ah, 9h
    int     21h

check_CLFLUSH:
    mov     eax, dword ptr _features_edx
    and     eax, CLFLUSH_FLAG      ; check for Cache Line Flush
    jz      check_DTS
    mov     dx, offset clflush_msg
    mov     ah, 9h
    int     21h

check_DTS:
    mov     eax, dword ptr _features_edx
    and     eax, DTS_FLAG          ; check for Debug Trace Store
    jz      check_ACPI
    mov     dx, offset dts_msg
    mov     ah, 9h
    int     21h

check_ACPI:
    mov     eax, dword ptr _features_edx
    and     eax, ACPI_FLAG         ; check for processor serial number
    jz      check_MMX
    mov     dx, offset acpi_msg
    mov     ah, 9h
    int     21h

```



```

check_MMX:
    mov     eax, dword ptr _features_edx
    and     eax, MMX_FLAG           ; check for MMX technology
    jz      check_FXSR
    mov     dx, offset mmx_msg
    mov     ah, 9h
    int     21h

check_FXSR:
    mov     eax, dword ptr _features_edx
    and     eax, FXSR_FLAG         ; check for FXSR
    jz      check_SSE
    mov     dx, offset fxsr_msg
    mov     ah, 9h
    int     21h

check_SSE:
    mov     eax, dword ptr _features_edx
    and     eax, SSE_FLAG          ; check for Streaming SIMD
    jz      check_SSE2            ; Extensions
    mov     dx, offset sse_msg
    mov     ah, 9h
    int     21h

check_SSE2:
    mov     eax, dword ptr _features_edx
    and     eax, SSE2_FLAG         ; check for Streaming SIMD
    jz      check_SS              ; Extensions 2
    mov     dx, offset sse2_msg
    mov     ah, 9h
    int     21h

check_SS:
    mov     eax, dword ptr _features_edx
    and     eax, SS_FLAG           ; check for Self Snoop
    jz      check_HTTP
    mov     dx, offset ss_msg
    mov     ah, 9h
    int     21h

check_HTTP:
    mov     eax, dword ptr _features_edx
    and     eax, HTTP_FLAG         ; check for Hyper-Thread Technology
    jz      check_TM

    mov     eax, dword ptr _features_ebx
    bswap   eax                   ; Put Logical processor count in reg AH
    cmp     ah, 1                 ; Logical processor count > 1?
    je      check_TM

    mov     dx, offset htt_msg     ; Supports HTTP
    mov     ah, 9h
    int     21h

check_TM:
    mov     eax, dword ptr _features_edx
    and     eax, TM_FLAG           ; check for Thermal Monitor
    jz      end_print
    mov     dx, offset tm_msg
    mov     ah, 9h

```

```
        int      21h

        jmp      end_print

not_GenuineIntel:
        mov      dx, offset not_intel
        mov      ah, 9h
        int      21h

end_print:
        mov      dx, offset cr_lf
        mov      ah, 9h
        int      21h
        ret

print    endp

        end start
```

### Example 3. Processor Identification Procedure in the C Language

```

/* FILENAME: CPUID3.C */
/* Copyright (c) Intel Corporation 1994-2002 */
/*
/* This program has been developed by Intel Corporation. Intel has
/* various intellectual property rights which it may assert under
/* certain circumstances, such as if another manufacturer's
/* processor mis-identifies itself as being "GenuineIntel" when
/* the CPUID instruction is executed.
/*
/* Intel specifically disclaims all warranties, express or implied,
/* and all liability, including consequential and other indirect
/* damages, for the use of this program, including liability for
/* infringement of any proprietary rights, and including the
/* warranties of merchantability and fitness for a particular
/* purpose. Intel does not assume any responsibility for any
/* errors which may appear in this program nor any responsibility
/* to update it.
/*
/*
/* This program contains three parts:
/* Part 1: Identifies CPU type in the variable _cpu_type:
/*
/* Part 2: Identifies FPU type in the variable _fpu_type:
/*
/* Part 3: Prints out the appropriate message.
/*
/* This program has been tested with the Microsoft Developer Studio.
/* If this code is compiled with no options specified and linked
/* with the cpuid3a module, it correctly identifies the current
/* Intel 8086/8088, 80286, 80386, 80486, Pentium(R), Pentium(R) Pro,
/* Pentium(R) II, Pentium(R) II Xeon(TM), Pentium(R) II OverDrive(R),
/* Intel(R) Celeron(R), Pentium(R) III processors, Pentium(R) III Xeon(TM)
/* processors, Pentium(R) 4 processors and Intel(R) Xeon(TM) processors
*/

#define FPU_FLAG      0x0001
#define VME_FLAG      0x0002
#define DE_FLAG       0x0004
#define PSE_FLAG      0x0008
#define TSC_FLAG      0x0010
#define MSR_FLAG      0x0020
#define PAE_FLAG      0x0040
#define MCE_FLAG      0x0080
#define CX8_FLAG      0x0100
#define APIC_FLAG     0x0200
#define SEP_FLAG      0x0800
#define MTRR_FLAG     0x1000
#define PGE_FLAG      0x2000
#define MCA_FLAG      0x4000
#define CMOV_FLAG     0x8000
#define PAT_FLAG      0x10000
#define PSE36_FLAG    0x20000
#define PSNUM_FLAG    0x40000
#define CLFLUSH_FLAG  0x80000
#define DTS_FLAG      0x200000
#define ACPI_FLAG     0x400000
#define MMX_FLAG      0x800000
#define FXSR_FLAG     0x1000000
#define SSE_FLAG      0x2000000

```

```

#define SSE2_FLAG      0x4000000
#define SS_FLAG        0x8000000
#define HTT_FLAG       0x10000000
#define TM_FLAG        0x20000000

extern char cpu_type;
extern char fpu_type;
extern char cpuid_flag;
extern char intel_CPU;
extern char vendor_id[12];
extern long cpu_signature;
extern long features_ecx;
extern long features_edx;
extern long features_ebx;
extern long cache_eax;
extern long cache_ebx;
extern long cache_ecx;
extern long cache_edx;
extern char brand_string[48];
extern int  brand_id;

long cache_temp;
long celeron_flag;
long pentiumxeon_flag;

struct brand_entry {
    long    brand_value;
    char    *brand_string;
};

#define brand_table_size 10

struct brand_entry brand_table[brand_table_size] = {
    0x01, " Genuine Intel(R) Celeron(R) processor",
    0x02, " Genuine Intel(R) Pentium(R) III processor",
    0x03, " Genuine Intel(R) Pentium(R) III Xeon(TM) processor",
    0x04, " Genuine Intel(R) Pentium(R) III processor",
    0x06, " Genuine Mobile Intel(R) Pentium(R) III Processor-M",
    0x07, " Genuine Mobile Intel(R) Celeron(R) processor",
    0x08, " Genuine Intel(R) Pentium(R) 4 processor",
    0x09, " Genuine Intel(R) Pentium(R) 4 processor",
    0x0B, " Genuine Intel(R) Xeon(TM) processor",
    0x0E, " Genuine Intel(R) Xeon(TM) processor"
};

int main() {
    get_cpu_type();
    get_fpu_type();
    print();
    return(0);
}

int print() {
    int      brand_index = 0;

    printf("This system has a");
    if (cpuid_flag == 0) {
        switch (cpu_type) {
            case 0:

```

```

        printf("n 8086/8088 processor");
        if (fpu_type) printf(" and an 8087 math coprocessor");
        break;
case 2:
        printf("n 80286 processor");
        if (fpu_type) printf(" and an 80287 math coprocessor");
        break;
case 3:
        printf("n 80386 processor");
        if (fpu_type == 2)
            printf(" and an 80287 math coprocessor");
        else if (fpu_type)
            printf(" and an 80387 math coprocessor");
        break;
case 4:
        if (fpu_type)
            printf("n 80486DX, 80486DX2 processor or 80487SX math coprocessor");
        else
            printf("n 80486SX processor");
        break;
default:
        printf("n unknown processor");
    }
}
else {
    /* using cpuid instruction */
    if (intel_CPU) {
        if (brand_string[0]) {
            brand_index = 0;
            while ((brand_string[brand_index] == ' ') && (brand_index < 48))
                brand_index++;
            if (brand_index != 48)
                printf(" %s", &brand_string[brand_index]);
        }
        else if (cpu_type == 4) {
            switch ((cpu_signature>>4) & 0xf) {
                case 0:
                case 1:
                    printf(" Genuine Intel486(TM) DX processor");
                    break;
                case 2:
                    printf(" Genuine Intel486(TM) SX processor");
                    break;
                case 3:
                    printf(" Genuine IntelDX2(TM) processor");
                    break;
                case 4:
                    printf(" Genuine Intel486(TM) processor");
                    break;
                case 5:
                    printf(" Genuine IntelSX2(TM) processor");
                    break;
                case 7:
                    printf(" Genuine Write-Back Enhanced \
                        IntelDX2(TM) processor");
                    break;
                case 8:
                    printf(" Genuine IntelDX4(TM) processor");
                    break;
                default:
                    printf(" Genuine Intel486(TM) processor");
            }
        }
    }
}

```

```

    }
}
else if (cpu_type == 5)
    printf(" Genuine Intel Pentium(R) processor");
else if ((cpu_type == 6) && (((cpu_signature >> 4) & 0xf) == 1))
    printf(" Genuine Intel Pentium(R) Pro processor");
else if ((cpu_type == 6) && (((cpu_signature >> 4) & 0xf) == 3))
    printf(" Genuine Intel Pentium(R) II processor, model 3");
else if (((cpu_type == 6) && (((cpu_signature >> 4) & 0xf) == 5)) ||
        ((cpu_type == 6) && (((cpu_signature >> 4) & 0xf) == 7)))
{
    celeron_flag = 0;
    pentiumxeon_flag = 0;
    cache_temp = cache_eax & 0xFF000000;
    if (cache_temp == 0x40000000)
        celeron_flag = 1;
    if ((cache_temp >= 0x44000000) && (cache_temp <= 0x45000000))
        pentiumxeon_flag = 1;

    cache_temp = cache_eax & 0xFF0000;
    if (cache_temp == 0x400000)
        celeron_flag = 1;
    if ((cache_temp >= 0x440000) && (cache_temp <= 0x450000))
        pentiumxeon_flag = 1;

    cache_temp = cache_eax & 0xFF00;
    if (cache_temp == 0x4000)
        celeron_flag = 1;
    if ((cache_temp >= 0x4400) && (cache_temp <= 0x4500))
        pentiumxeon_flag = 1;

    cache_temp = cache_ebx & 0xFF000000;
    if (cache_temp == 0x40000000)
        celeron_flag = 1;
    if ((cache_temp >= 0x44000000) && (cache_temp <= 0x45000000))
        pentiumxeon_flag = 1;

    cache_temp = cache_ebx & 0xFF0000;
    if (cache_temp == 0x400000)
        celeron_flag = 1;
    if ((cache_temp >= 0x440000) && (cache_temp <= 0x450000))
        pentiumxeon_flag = 1;

    cache_temp = cache_ebx & 0xFF00;
    if (cache_temp == 0x4000)
        celeron_flag = 1;
    if ((cache_temp >= 0x4400) && (cache_temp <= 0x4500))
        pentiumxeon_flag = 1;

    cache_temp = cache_ebx & 0xFF;
    if (cache_temp == 0x40)
        celeron_flag = 1;
    if ((cache_temp >= 0x44) && (cache_temp <= 0x45))
        pentiumxeon_flag = 1;

    cache_temp = cache_ecx & 0xFF000000;
    if (cache_temp == 0x40000000)
        celeron_flag = 1;
    if ((cache_temp >= 0x44000000) && (cache_temp <= 0x45000000))
        pentiumxeon_flag = 1;
}

```

```

cache_temp = cache_ecx & 0xFF0000;
if (cache_temp == 0x400000)
    celeron_flag = 1;
if ((cache_temp >= 0x440000) && (cache_temp <= 0x450000))
    pentiumxeon_flag = 1;

cache_temp = cache_ecx & 0xFF00;
if (cache_temp == 0x4000)
    celeron_flag = 1;
if ((cache_temp >= 0x4400) && (cache_temp <= 0x4500))
    pentiumxeon_flag = 1;

cache_temp = cache_ecx & 0xFF;
if (cache_temp == 0x40)
    celeron_flag = 1;
if ((cache_temp >= 0x44) && (cache_temp <= 0x45))
    pentiumxeon_flag = 1;

cache_temp = cache_edx & 0xFF000000;
if (cache_temp == 0x40000000)
    celeron_flag = 1;
if ((cache_temp >= 0x44000000) && (cache_temp <= 0x45000000))
    pentiumxeon_flag = 1;

cache_temp = cache_edx & 0xFF0000;
if (cache_temp == 0x400000)
    celeron_flag = 1;
if ((cache_temp >= 0x440000) && (cache_temp <= 0x450000))
    pentiumxeon_flag = 1;

cache_temp = cache_edx & 0xFF00;
if (cache_temp == 0x4000)
    celeron_flag = 1;
if ((cache_temp >= 0x4400) && (cache_temp <= 0x4500))
    pentiumxeon_flag = 1;

cache_temp = cache_edx & 0xFF;
if (cache_temp == 0x40)
    celeron_flag = 1;
if ((cache_temp >= 0x44) && (cache_temp <= 0x45))
    pentiumxeon_flag = 1;

if (celeron_flag == 1)
    printf(" Genuine Intel Celeron(R) processor, model 5");
else
{
    if (pentiumxeon_flag == 1) {
        if (((cpu_signature >> 4) & 0x0f) == 5)
            printf(" Genuine Intel Pentium(R) II Xeon(TM)
processor");
        else
            printf(" Genuine Intel Pentium(R) III Xeon(TM)
processor,");
        printf(" model 7");
    }
    else {
        if (((cpu_signature >> 4) & 0x0f) == 5) {
            printf(" Genuine Intel Pentium(R) II processor, model 5 ");
            printf("or Intel Pentium(R) II Xeon(TM) processor");
        }
        else {

```

```

        printf(" Genuine Intel Pentium(R) III processor, model 7");
        printf(" or Intel Pentium(R) III Xeon(TM) processor,");
        printf(" model 7");
    }
}
}
else if ((cpu_type == 6) && (((cpu_signature >> 4) & 0xf) == 6))
    printf(" Genuine Intel Celeron(R) processor, model 6");
else if ((features_ebx & 0xff) != 0) {
    while ((brand_index < brand_table_size) &&
           ((features_ebx & 0xff) != brand_table[brand_index].brand_value))
        brand_index++;
    if (brand_index < brand_table_size) {
        if ((cpu_signature == 0x6B1) &&
            (brand_table[brand_index].brand_value == 0x3))
            printf(" Genuine Intel(R) Celeron(R) processor");
        else if ((cpu_signature < 0xF13) &&
                 (brand_table[brand_index].brand_value == 0x0B))
            printf(" Genuine Intel(R) Xeon(TM) processor MP");
        else
            printf("%s", brand_table[brand_index].brand_string);
    }
    else
        printf("n unknown Genuine Intel processor");
}
else
    printf("n unknown Genuine Intel processor");
printf("\nProcessor Family: %X", cpu_type);
if (cpu_type == 0xf)
    printf("\n Extended Family: %x", (cpu_signature >> 20) & 0xff);
printf("\nModel:      %X", (cpu_signature >> 4) & 0xf);
if (((cpu_signature >> 4) & 0xf) == 0xf)
    printf("\n Extended Model: %x", (cpu_signature >> 16) & 0xf);
printf("\nStepping:    %X\n", cpu_signature & 0xf);
if (cpu_signature & 0x1000)
    printf("\nThe processor is an OverDrive(R) processor");
else if (cpu_signature & 0x2000)
    printf("\nThe processor is the upgrade processor in a dual processor system");
if (features_edx & FPU_FLAG)
    printf("\nThe processor contains an on-chip FPU");
if (features_edx & VME_FLAG)
    printf("\nThe processor supports Virtual Mode Extensions");
if (features_edx & DE_FLAG)
    printf("\nThe processor supports the Debugging Extensions");
if (features_edx & PSE_FLAG)
    printf("\nThe processor supports Page Size Extensions");
if (features_edx & TSC_FLAG)
    printf("\nThe processor supports Time Stamp Counter");
if (features_edx & MSR_FLAG)
    printf("\nThe processor supports Model Specific Registers");
if (features_edx & PAE_FLAG)
    printf("\nThe processor supports Physical Address Extension");
if (features_edx & MCE_FLAG)
    printf("\nThe processor supports Machine Check Exceptions");
if (features_edx & CX8_FLAG)
    printf("\nThe processor supports the CMPXCHG8B instruction");
if (features_edx & APIC_FLAG)
    printf("\nThe processor contains an on-chip APIC");
if (features_edx & SEP_FLAG) {
    if ((cpu_type == 6) && ((cpu_signature & 0xff) < 0x33))

```



```

        printf("\nThe processor does not support the Fast System Call");
    else
        printf("\nThe processor supports the Fast System Call");
}
if (features_edx & MTRR_FLAG)
    printf("\nThe processor supports the Memory Type Range Registers");
if (features_edx & PGE_FLAG)
    printf("\nThe processor supports Page Global Enable");
if (features_edx & MCA_FLAG)
    printf("\nThe processor supports the Machine Check Architecture");
if (features_edx & CMOV_FLAG)
    printf("\nThe processor supports the Conditional Move Instruction");
if (features_edx & PAT_FLAG)
    printf("\nThe processor supports the Page Attribute Table");
if (features_edx & PSE36_FLAG)
    printf("\nThe processor supports 36-bit Page Size Extension");
if (features_edx & PSNUM_FLAG)
    printf("\nThe processor supports the processor serial number");
if (features_edx & CLFLUSH_FLAG)
    printf("\nThe processor supports the CLFLUSH instruction");
if (features_edx & DTS_FLAG)
    printf("\nThe processor supports the Debug Trace Store feature");
if (features_edx & ACPI_FLAG)
    printf("\nThe processor supports ACPI registers in MSR space");
if (features_edx & MMX_FLAG)
    printf("\nThe processor supports Intel Architecture MMX(TM) technology");
if (features_edx & FXSR_FLAG)
    printf("\nThe processor supports the Fast floating point save and restore");
if (features_edx & SSE_FLAG)
    printf("\nThe processor supports the Streaming SIMD extensions to the Intel
Architecture");

if (features_edx & SSE2_FLAG)
    printf("\nThe processor supports the Streaming SIMD extensions 2 instructions");
if (features_edx & SS_FLAG)
    printf("\nThe processor supports Self-Snoop");
if ((features_edx & HTT_FLAG) &&
    (((features_ebx >> 16) & 0x0FFF) > 1))
    printf("\nThe processor supports Hyper-Threading Technology");
if (features_edx & TM_FLAG)
    printf("\nThe processor supports the Thermal Monitor");
}
else {
    printf("t least an 80486 processor. ");
    printf("\nIt does not contain a Genuine Intel part and as a result, the ");
    printf("\nCUID detection information cannot be determined at this time.");
}

}
printf("\n");
return(0);
}

```

#### Example 4. Instruction Extension Detection Using Exception Handlers

```
// FILENAME: FEATURES.CPP
// Copyright (c) Intel Corporation 2000-2002
//
// This program has been developed by Intel Corporation. Intel has
// various intellectual property rights which it may assert under
// certain circumstances, such as if another manufacturer's
// processor mis-identifies itself as being "GenuineIntel" when
// the CPUID instruction is executed.
//
// Intel specifically disclaims all warranties, express or implied,
// and all liability, including consequential and other indirect
// damages, for the use of this program, including liability for
// infringement of any proprietary rights, and including the
// warranties of merchantability and fitness for a particular
// purpose. Intel does not assume any responsibility for any
// errors which may appear in this program nor any responsibility
// to update it.
//
#include "stdio.h"
#include "string.h"
#include "except.h"

// The follow code sample demonstrate using exception handlers to identify available IA-32 features,
// The sample code Identifies IA-32 features such as support for Streaming SIMD Extensions 2
// (SSE2), support for Streaming SIMD Extensions (SSE), support for MMX (TM) instructions.
// This technique can be used safely to determined IA-32 features and provide
// forward compatibility to run optimally on future IA-32 processors.
// Please note that the technique of trapping invalid opcodes is not suitable
// for identifying the processor family and model.

int main(int argc, char* argv[])
{
    char sSupportSSE2[80]="Don't know";
    char sSupportSSE[80]="Don't know";
    char sSupportMMX[80]="Don't know";

    // To identify whether SSE2, SSE, or MMX instructions are supported on an x86 compatible
    // processor in a fashion that will be compatible to future IA-32 processors,
    // The following tests are performed in sequence: (This sample code will assume cpuid
    // instruction is supported by the target processor.)
    // 1. Test whether target processor is a Genuine Intel processor, if yes
    // 2. Test if executing an SSE2 instruction would cause an exception, if no exception occurs,
    // SSE2 is supported; if exception occurs,
    // 3. Test if executing an SSE instruction would cause an exception, if no exception occurs,
    // SSE is supported; if exception occurs,
    // 4. Test if executing an MMX instruction would cause an exception, if no exception occurs,
    // MMX instruction is supported,
    // if exception occurs, MMX instruction is not supported by this processor.

    // For clarity, the following stub function "IsGenuineIntelProcessor()" is not shown in this example,
    // The function "IsGenuineIntelProcessor()" can be adapted from the sample code implementation of
    // the assembly procedure "_get_cpu_type". The purpose of this stub function is to examine
    // whether the Vendor ID string, which is returned when executing
    // cpuid instruction with EAX = 0, indicates the processor is a genuine Intel processor.

    if (IsGenuineIntelProcessor())
    {
        // First, execute an SSE2 instruction to see whether an exception occurs
    }
}
```

```

__try
{
    __asm {
        paddq xmm1, xmm2                // this is an instruction available in SSE2
    }
    strcpy(&sSupportSSE2[0], "Yes");      // No exception executing an SSE2 instruction
}

__except( EXCEPTION_EXECUTE_HANDLER ) // SSE2 exception handler
{
    // exception occurred when executing an SSE2 instruction
    strcpy(&sSupportSSE2[0], "No");
}

// Second, execute an SSE instruction to see whether an exception occurs

__try
{
    __asm {
        orps xmm1, xmm2                // this is an instruction available in SSE
    }
    strcpy(&sSupportSSE[0], "Yes");      // no exception executing an SSE instruction
}

__except( EXCEPTION_EXECUTE_HANDLER ) // SSE exception handler
{
    // exception occurred when executing an SSE instruction
    strcpy(&sSupportSSE[0], "No");
}

// Third, execute an MMX instruction to see whether an exception occurs

__try
{
    __asm {
        emms                            // this is an instruction available in MMX
    }
    strcpy(&sSupportMMX[0], "Yes");      // no exception executing an MMX instruction
}

__except( EXCEPTION_EXECUTE_HANDLER ) // MMX exception handler
{
    // exception occurred when executing an MMX instruction
    strcpy(&sSupportMMX[0], "No");
}

}

printf("This Processor supports the following instruction extensions: \n");
printf("SSE2 instruction: \t\t%s \n", &sSupportSSE2[0]);
printf("SSE instruction: \t\t%s \n", &sSupportSSE[0]);
printf("MMX instruction: \t\t%s \n", &sSupportMMX[0]);
return 0;
}

```

technology

### Example 5. Detecting Denormals-Are-Zero Support

```

; Filename: DAZDTECT.ASM
; Copyright (c) Intel Corporation 2001-2002
;
; This program has been developed by Intel Corporation. Intel
; has various intellectual property rights which it may assert
; under certain circumstances, such as if another
; manufacturer's processor mis-identifies itself as being
; "GenuineIntel" when the CPUID instruction is executed.
;
; Intel specifically disclaims all warranties, express or
; implied, and all liability, including consequential and other
; indirect damages, for the use of this program, including
; liability for infringement of any proprietary rights,
; and including the warranties of merchantability and fitness
; for a particular purpose. Intel does not assume any
; responsibility for any errors which may appear in this program
; nor any responsibility to update it.
;
; This example assumes the system has booted DOS.
; This program runs in Real mode.
;
;*****
;
; This program was assembled using MASM 6.14.8444.
;
; This program performs the following 8 steps to determine if the
; processor supports the SSE/SSE2 DAZ mode.
;
; Step 1. Execute the CPUID instruction with an input value of EAX=0 and
; ensure the vendor-ID string returned is "GenuineIntel".
;
; Step 2. Execute the CPUID instruction with EAX=1. This will load the
; EDX register with the feature flags.
;
; Step 3. Ensure that the FXSR feature flag (EDX bit 24) is set.
; This indicates the processor supports the FXSAVE and FXRSTOR
; instructions.
;
; Step 4. Ensure that the XMM feature flag (EDX bit 25) or the EMM feature
; flag (EDX bit 26) is set. This indicates that the processor supports
; at least one of the SSE/SSE2 instruction sets and its MXCSR control
; register.
;
; Step 5. Zero a 16-byte aligned, 512-byte area of memory.
; This is necessary since some implementations of FXSAVE do not
; modify reserved areas within the image.
;
; Step 6. Execute an FXSAVE into the cleared area.
;
; Step 7. Bytes 28-31 of the FXSAVE image are defined to contain the
; MXCSR_MASK. If this value is 0, then the processor's MXCSR_MASK
; is 0xFFBF, otherwise MXCSR_MASK is the value of this dword.
;
; Step 8. If bit 6 of the MXCSR_MASK is set, then DAZ is supported.
;
;*****
;
.DOSSEG

```

```

.MODEL small, c
.STACK

; Data segment

.DATA

buffer          DB      512+16 DUP (0)

not_intel       DB      "This is not an Genuine Intel processor.", 0Dh, 0Ah, "$"
noSSEorSSE2     DB      "Neither SSE or SSE2 extensions are supported.", 0Dh, 0Ah, "$"
no_FXSAVE       DB      "FXSAVE not supported.", 0Dh, 0Ah, "$"
daz_mask_clear  DB      "DAZ bit in MXCSR_MASK is zero (clear).", 0Dh, 0Ah, "$"
no_daz          DB      "DAZ mode not supported.", 0Dh, 0Ah, "$"
supports_daz    DB      "DAZ mode supported.", 0Dh, 0Ah, "$"

; Code segment

.CODE
.686p
.XMM

dazdtect PROC NEAR

.startup                ; Allow assembler to create code that
                        ; initializes stack and data segment
                        ; registers

; Step 1.

; Verify Genuine Intel processor by checking CPUID generated vendor ID

mov     eax, 0
cpuid

cmp     ebx, 'uneG'      ; Compare first 4 letters of Vendor ID
jne     notIntelprocessor ; Jump if not Genuine Intel processor
cmp     edx, 'leni'     ; Compare next 4 letters of Vendor ID
jne     notIntelprocessor ; Jump if not Genuine Intel processor
cmp     ecx, 'letn'     ; Compare last 4 letters of Vendor ID
jne     notIntelprocessor ; Jump if not Genuine Intel processor

; Step 2, 3, and 4

; Get CPU feature flags
; Verify FXSAVE and either SSE or
; SSE2 are supported

mov     eax, 1
cpuid
bt      edx, 24t        ; Feature Flags Bit 24 is FXSAVE support
jnc     noFxsave        ; jump if FXSAVE not supported

bt      edx, 25t        ; Feature Flags Bit 25 is SSE support
jc      sse_or_sse2_supported ; jump if SSE is not supported

bt      edx, 26t        ; Feature Flags Bit 26 is SSE2 support
jnc     no_sse_sse2     ; jump if SSE2 is not supported

```

sse\_or\_sse2\_supported:

```

; FXSAVE requires a 16-byte aligned
; buffer so get offset into buffer

mov     bx, OFFSET buffer      ; Get offset of the buffer into bx
and     bx, 0FFF0h
add     bx, 16t                ; DI is aligned at 16-byte boundary

```

; Step 5.

```

; Clear the buffer that will be
; used for FXSAVE data

push    ds
pop     es
mov     di, bx
xor     ax, ax
mov     cx, 512/2
cld
rep     stosw                  ; Fill at FXSAVE buffer with zeroes

```

; Step 6.

```

fxsave  [bx]

```

; Step 7.

```

mov     eax, DWORD PTR [bx][28t] ; Get MXCSR_MASK
cmp     eax, 0                   ; Check for valid mask
jne     check_mxcsr_mask
mov     eax, 0FFBFh              ; Force use of default MXCSR_MASK

```

check\_mxcsr\_mask:

; EAX contains MXCSR\_MASK from FXSAVE buffer or default mask

; Step 8.

```

bt      eax, 6t                  ; MXCSR_MASK Bit 6 is DAZ support
jc      supported                ; Jump if DAZ supported

mov     dx, OFFSET daz_mask_clear
jmp     notSupported

```

supported:

```

mov     dx, OFFSET supports_daz ; Indicate DAZ is supported.
jmp     print

```

notIntelProcessor:

```

mov     dx, OFFSET not_intel    ; Assume not an Intel processor
jmp     print

```

no\_sse\_sse2:

```

mov     dx, OFFSET noSSEorSSE2 ; Setup error message assuming no SSE/SSE2
jmp     notSupported

```

noFxsave:

```

mov     dx, OFFSET no_FXSAVE

```

notSupported:

```

mov     ah, 09h                 ; Execute DOS print string function

```

```

        int     21h

        mov     dx, OFFSET no_daz

print:
        mov     ah, 09h           ; Execute DOS print string function
        int     21h

exit:
        .exit                    ; Allow assembler to generate code
                                   ; that returns control to DOS
        ret

dazdtect ENDP

        END

```

### Example 6. Frequency Calculation

```

;      Filename: FREQUENC.ASM
;      Copyright (c) Intel Corporation 2001-2002
;
;      This program has been developed by Intel Corporation. Intel
;      has various intellectual property rights which it may assert
;      under certain circumstances, such as if another
;      manufacturer's processor mis-identifies itself as being
;      "GenuineIntel" when the CPUID instruction is executed.
;
;      Intel specifically disclaims all warranties, express or
;      implied, and all liability, including consequential and other
;      indirect damages, for the use of this program, including
;      liability for infringement of any proprietary rights,
;      and including the warranties of merchantability and fitness
;      for a particular purpose. Intel does not assume any
;      responsibility for any errors which may appear in this program
;      nor any responsibility to update it.
;
;      This example assumes the system has booted DOS.
;      This program runs in Real mode.
;
;*****
;
;      This program was assembled using MASM 6.14.8444 and tested on a
;      system with a Pentium(r) II processor, a system with a
;      Pentium(r) III processor, a system with a Pentium(r) 4 processor,
;      B2 stepping, and a system with a Pentium(r) 4 processor,
;      C1 stepping.
;
;      This program performs the following 8 steps to determine the
;      actual processor frequency.
;
; Step 1. Execute the CPUID instruction with an input value of EAX=0
;          and ensure the vendor-ID string returned is "GenuineIntel".
; Step 2. Execute the CPUID instruction with EAX=1 to load the EDX
;          register with the feature flags.
; Step 3. Ensure that the TSC feature flag (EDX bit 4) is set. This
;          indicates the processor supports the Time Stamp Counter
;          and RDTSC instruction.
; Step 4. Read the TSC at the beginning of the reference period
; Step 5. Read the TSC at the end of the reference period.
; Step 6. Compute the TSC delta from the beginning and ending of the
;          reference period.
; Step 7. Compute the actual frequency by dividing the TSC delta by
;          the reference period.
;
;*****
;
;      .DOSSEG
;      .MODEL  small, pascal
;      .STACK  ;4096
;
wordToDec  PROTO NEAR PASCAL decAddr:WORD, hexData:WORD
;-----
; Macro  printst
;      This macro is used to print a string passed as an input
;      parameter and a word value immediately after the string.

```



```

;      The string is declared in the data segment routine during
;      assembly time. The word is converted to dec ascii and
;      printed after the string.
;
; Input:  stringData = string to be printed.
;         wordData = word to be converted to dec ascii and printed
;
; Destroys: None
;
; Output:  None
;
; Assumes: Stack is available
;
;-----
printst MACRO    stringdata, hexWord
               local    stringlabel, decData

               .data

stringlabel    DB    stringdata
decData        DB    5 dup (0)
               DB    0dh, 0ah, '$'

               .code

               pushf
               pusha

               ; Convert the word into hex ascii and store in the string
               invoke wordToDec, offset decData, hexWord

               mov     dx, offset stringlabel           ; Setup string to be printed
               mov     ah, 09h                         ; Execute DOS print function
               int      21h

               popa
               popf

ENDM

SEG_BIOS_DATA_AREA EQU    40h
OFFSET_TICK_COUNT  EQU    6ch
INTERVAL_IN_TICKS  EQU    10

; Data segment

               .DATA

; Code segment

               .CODE
               .686p

cpufreq PROC NEAR
               local    tscLoDword:DWORD, \
                       tscHiDword:DWORD, \
                       mhz:WORD, \
                       Nearest66Mhz:WORD, \

```

```
Nearest50Mhz:WORD,\
delta66Mhz:WORD
```

```
.startup                                ; Allow assembler to create code that
                                        ; initializes stack and data segment
                                        ; registers

; Step 1.

; Verify Genuine Intel processor by checking CPUID generated vendor ID

mov     eax, 0
cpuid

cmp     ebx, 'GenuineIntel'             ; Check VendorID = GenuineIntel
jne     exit                             ; Jump if not Genuine Intel processor
cmp     edx, 'I'
jne     exit
cmp     ecx, 'I'
jne     exit

; Step 2 and 3

; Get CPU feature flags
; Verify TSC is supported

mov     eax, 1
cpuid
bt      edx, 4                          ; Flags Bit 4 is TSC support
jnc     exit                             ; jump if TSC not supported

push    SEG_BIOS_DATA_AREA
pop     es
mov     si, OFFSET_TICK_COUNT           ; The BIOS tick count updated
mov     ebx, DWORD PTR es:[si]           ; ~ 18.2 times per second.

wait_for_new_tick:
cmp     ebx, DWORD PTR es:[si]           ; Wait for tick count change
je      wait_for_new_tick

; Step 4

; **Timed interval starts**

; Read CPU time stamp
rdtsc                                     ; Read and save TSC immediately
mov     tscLoDword, eax                 ; after a tick
mov     tscHiDword, edx

add     ebx, INTERVAL_IN_TICKS + 1      ; Set time delay value ticks.

wait_for_elapsed_ticks:
cmp     ebx, DWORD PTR es:[si]           ; Have we hit the delay?
jne     wait_for_elapsed_ticks

; Step 5

; **Time interval ends**

; Read CPU time stamp immediatly after tick delay reached.
rdtsc
```

; Step 6

```
sub    eax, tscLoDword    ; Calculate TSC delta from
sbb    edx, tscHiDword    ; beginning to end of interval
```

; Step 7

```
;
; 54945 = (1 / 18.2) * 1,000,000 This adjusts for MHz.
; 54945*INTERVAL_IN_TICKS adjusts for number of ticks in interval
;
```

```
mov    ebx, 54945*INTERVAL_IN_TICKS
div    ebx
```

; ax contains measured speed in MHz

```
mov    mhz, ax
```

; Find nearest full/half multiple of 66/133 MHz

```
xor    dx, dx
mov    ax, mhz
mov    bx, 3t
mul    bx
add    ax, 100t
mov    bx, 200t
div    bx
mul    bx
xor    dx, dx
mov    bx, 3
div    bx
```

; ax contains nearest full/half multiple of 66/100 MHz

```
mov    Nearest66Mhz, ax
sub    ax, mhz
jge    delta66
neg    ax                    ; ax = abs(ax)
```

delta66:

; ax contains delta between actual and nearest 66/133 multiple

```
mov    Delta66Mhz, ax
```

; Find nearest full/half multiple of 100 MHz

```
xor    dx, dx
mov    ax, mhz
add    ax, 25t
mov    bx, 50t
div    bx
mul    bx
```

; ax contains nearest full/half multiple of 100 MHz

```
mov    Nearest50Mhz, ax
sub    ax, mhz
jge    delta50
neg    ax                    ; ax = abs(ax)
```

delta50:

; ax contains delta between actual and nearest 50/100 MHz multiple

```
mov    bx, Nearest50Mhz
cmp    ax, Delta66Mhz
```

```

        jb      useNearest50Mhz
        mov     bx, Nearest66Mhz

; Correction for 666 MHz (should be reported as 667 MHz)
        cmp     bx, 666
        jne     correct666
        inc     bx
correct666:

useNearest50MHz:
        ; bx contains nearest full/half multiple of 66/100/133 MHz

        printst "Reported MHz = ~", bx
        printst "Measured MHz = ", mhz           ; print decimal value

exit:

        .exit                                   ; returns control to DOS

        ret

cpufreq  ENDP

;-----
; Procedure      wordToDec
;      This routine will convert a word value into a 5 byte decimal
;      ascii string.
;
;
; Input:  decAddr = address to 5 byte location for converted string
;          (near address assumes DS as segment)
;          hexData = word value to be converted to hex ascii
;
; Destroys: ax, bx, cx
;
; Output:      5 byte converted hex string
;
; Assumes:      Stack is available
;-----

wordToDec PROC NEAR PUBLIC uses es,
            decAddr:WORD, hexData:WORD

        pusha
        mov     di, decAddr
        push     @data
        pop      es                                   ; ES:DI -> 5-byte converted string

        mov     ax, hexData
        xor     dx, dx
        mov     bx, 10000t
        div     bx
        add     ax, 30h
        stosb

        mov     ax, dx
        xor     dx, dx
        mov     bx, 1000t
        div     bx
        add     ax, 30h
        stosb

```

```

mov     ax, dx
xor     dx, dx
mov     bx, 100t
div     bx
add     ax, 30h
stosb

mov     ax, dx
xor     dx, dx
mov     bx, 10t
div     bx
add     ax, 30h
stosb

mov     ax, dx
add     ax, 30h
stosb

popa
ret

wordToDec     ENDP

END

```